THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

ISSUE 12

OCT 96

NON-CD EDITION

SEGA
No.1 FOR SATURN

£2.75





STREET FIGHTER ALPHA 2

Capcom's Ultimate Fighting Game!

HEXEN

Doom sequel hits Saturn!

EXCLUSIVE! First Shots Inside!

DAYTONA

Championship Circuit Edition

9 771360 942019 10

PLUS! FIGHTING VIPERS SEGA WORLDWIDE SOCCER '97 VIRTUA FIGHTER 3 TUNNEL B1 OUTRUN DESTRUCTION DERBY BLAM! MACHINEHEAD DOOM VIRTUAL ON AND MORE!


BEDLAM

AMAZING DEMOS LIKE YOU WOULD JUST NEVER BELIEVE!

At last! After months of waiting and (on our part) top-level negotiations we're finally able to bring you the sequel to our incredibly popular demo disk. If you thought it mightn't be worth the wait, guess again sucker, because if anything this new instalment on our almost free trial basis software programme is EVEN BETTER than the last one! If that's possible.

Anyway, why don't you scrape your chin off the floor, pop your tongue back in and read about what our latest shiny silver plater holds for you...



Just in case you're wondering, Sega Flash Volume 1 was sent out to selected Saturn owners via mail by Sega themselves...



A full-on front end for our lovely demo disc. Full instructions for each game can be found once you've selected the title you desire.

NO DISK? DON'T KILL YOURSELF!

So you've gone and bought the Non-CD edition of the mag and you don't have a CD at all. By now, having heard about all the ace stuff those other readers are enjoying at this moment, you'll be feeling pretty sick. Fed up. Depressed. Downright goddam suicidal. Well fret not, our kid, because there's DEMO DISKS FOR ALL (nearly)! That's right, we have a STRICTLY LIMITED NUMBER of spare demo disks. So if you don't got a demo, all you have to do is get yourself a cheque or postal order for FOUR POUNDS (made payable to EMAP Images Limited) and post it off to our disk-hoarding friends with the coupon provided. We'll make sure you get the demo disk of your dreams within minutes. Please allow 28 days for delivery. Send your cheques/postal orders (and coupons) to **SEGA SATURN MAG DEMO DISK OFFER, TOWER PUBLISHING, TOWER HOUSE, LATHKILL STREET, SOVEREIGN PARK, MARKET HARBOROUGH, LEICS. LE16 9EF.** Do NOT under any circumstances send your money and stuff to our Editorial offices, because we can't help you. All the disks are with TOWER PUBLISHING. Not us.

Yes! I'd love the Saturn Mag demo disk that I've missed out on! Please send it to...

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And I'll be paying by the enclosed cheque/postal order (Delete as applicable).

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PLAYABLE LEVELS!



NiGHTS! Two COMPLETE levels of Sega's most impressive Saturn game IN THE WHOLE OF HISTORY are yours for HARDLY NOWT! Learn to fly with the pointy-headed one and enjoy the most intense slab of ALMOST FREE gaming you'll ever experience!



ATHLETE KINGS! It's the top-notch home athletics title guaranteed to make you hurt your hands! Bash you buttons like they've never been bashed before over THREE COMPLETE EVENTS! 100 METRES! SHOT PUTT! AND THE LONG JUMP! It's GREAT!



WORLDWIDE SOCCER '97! Compete in a FULL HALF of Sega's superb-looking polygon soccer championship and LEARN THE POWER of football! It's coming home! It's coming to YOUR home! And it's costing PRACTICALLY NOTHING!
PS: Sega would like to point out that the finished game will have no spelling mistakes in it, plus it will include an awesome commentary. Read the review on page 64 NOW!



BAKU BAKU ANIMAL! Stare into the big wet puppy-dog eyes of the most appealing puzzle game to hit the Saturn EVER EVER! It's got cute animals! It's got stupendous lastability! You'll love it!



PANZER DRAGOON ZWEI! If you haven't bought Panzer Zwei yet, WHY THE HELL NOT? Have you NO MIND? Hopefully this exclusively CHEAPO episode of the most visually stupendous 3D shoot 'em up on ANY console will finally persuade you.

ROLLING DEMOS!



If the playable wonders we've assembled for you aren't enough, examine this full-motion ensemble of AWESOME forthcoming Saturn-based DEITIES IN CD FORM! You won't believe it! All right, MAYBE YOU WILL! Just look at them, sit back, have a TWIX® maybe. We've got:

VIRTUA FIGHTER KIDS!
EXHUMED!!
STORY OF THOR 2!!!
AND THREE DIRTY DWARVES!!!!

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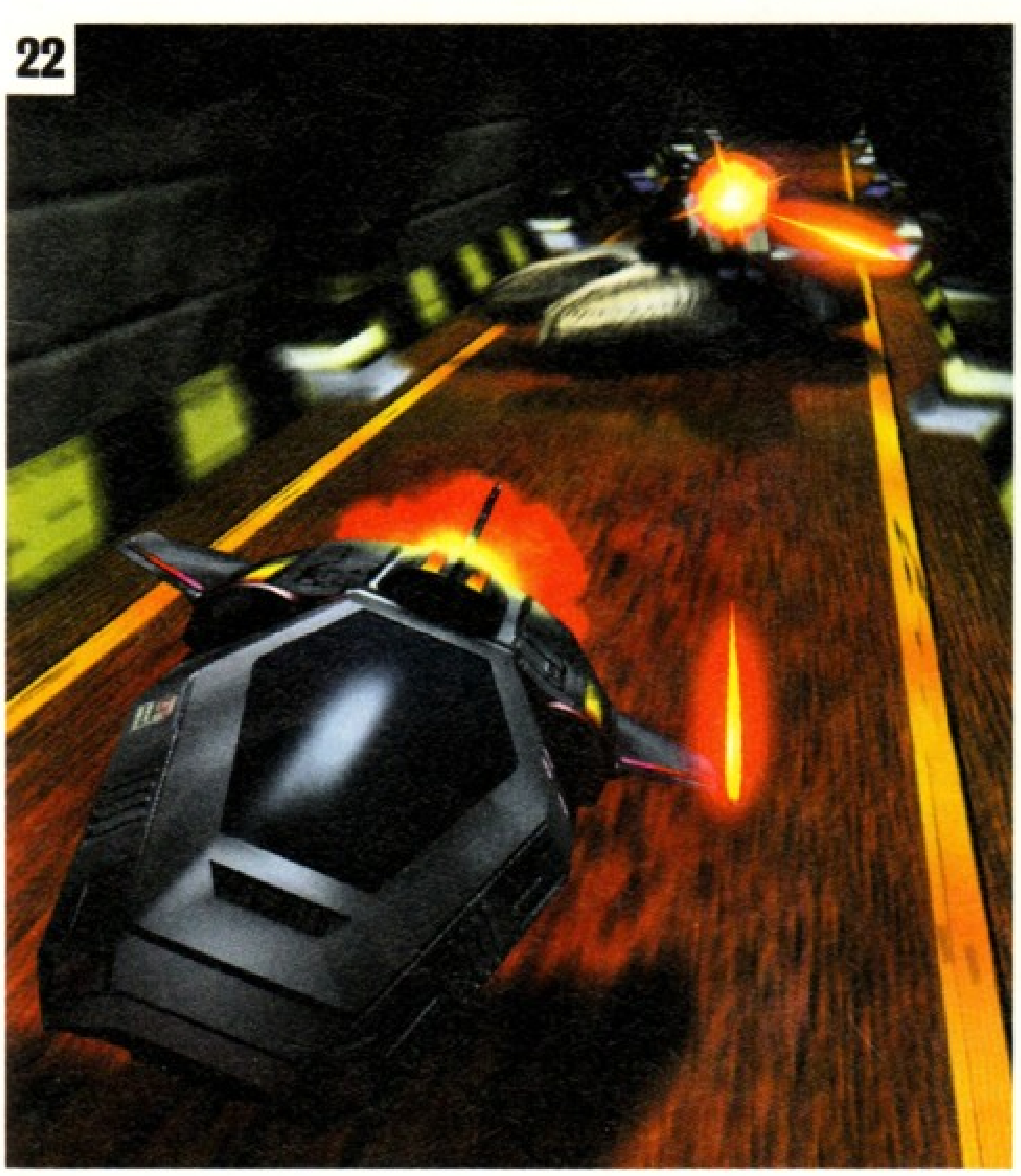
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NEWS



Best Saturn Mag ever? That's what we master creators have been attempting to carefully craft for the last four weeks (including a weekend or two). Things have certainly moved on a bit from the last edition. This issue sees a complete redesign for the Coming Soon section, where we scoop everyone with detailed features on the new Daytona and Street Fighter Alpha 2. Showcases too have been overhauled, with a far more dynamic feel to them - for example, with our Fighting Vipers coverage, we're attempting to turn our features into points of reference once you've actually bought the game. Capping off the new Sega Saturn Magazine we have an absolutely incredible demo disc (on selected issues). Yeah, we might not get as many CDs as the official PlayStation mag, but when they do come along you get the best games... and more of them. Plus it's a full quid cheaper.

Excelsior!

Richard Leadbetter, Editor.

Hexen Prepares For Saturn Onslaught!





Blood. Guts. Death. Large green things flying through the air. Hexen has it all. And more. Plus! It's a multi-player game too, thanks to the mythical Saturn link-up cable!

Not a month since SEGA SATURN MAGAZINE revealed the very first shots of Doom on the Saturn and we're already revealing its pseudo-sequel. Hexen takes the Doom engine and warps it back to mediaeval times, with the player intent on doing battle with a demonic sorceror and his depraved hordes.

Hexen was released last year on PC to rapturous reviews in the press. Although based on the Doom engine, it took the genre to new heights with some stunning game design coupled with the appropriate blood and guts relevant to a game associated with id software.

The scope of the title is far more involved than Doom. For starters, rather than rely on a simple linear path through the game (exit a level never to return), Hexen employs what has come to be known as a "hub" system. Levels have more than one exit and it's possible to return to conquered areas - in fact you have to. For example, a key or artifact on a later level might open up a new area on a "completed" stage taking you to a different area completely.

Although it has Doom-style carnage, Hexen is more of an adventure and rightly so.



WHO... WHO AM I?

When you begin your quest you're given a choice of three different characters to do battle with. For those interested in taking their carnage up close and personal, the Warrior is a good choice. At least to begin with he relies on damaging close-quarters weaponry. A heavy-hitter, he's a bit of a duffer when it comes to magic.

At the opposite end of the scale, there's the Sorceror. As you might imagine, when it comes to magic he's the best of the best, but unfortunately his skill with the more conventional form of hand-to-hand weaponry is poor.

Somewhere in between, you'll find the Cleric. Fairly adept with both weaponry and magic, he's just the guy for the player who likes to hedge his bets.

MEDIAEVAL MALARKEY

Doom is renowned for its enormous weapons, but obviously shotguns and BFGs have no place in a historical world like Hexen's. That doesn't mean that the action is any less intense though. A range of wands, axes, swords and other weapons means that the fighting is just as cool. In fact, it's possible to power-up your tools, raising the blood 'n' guts level still further!

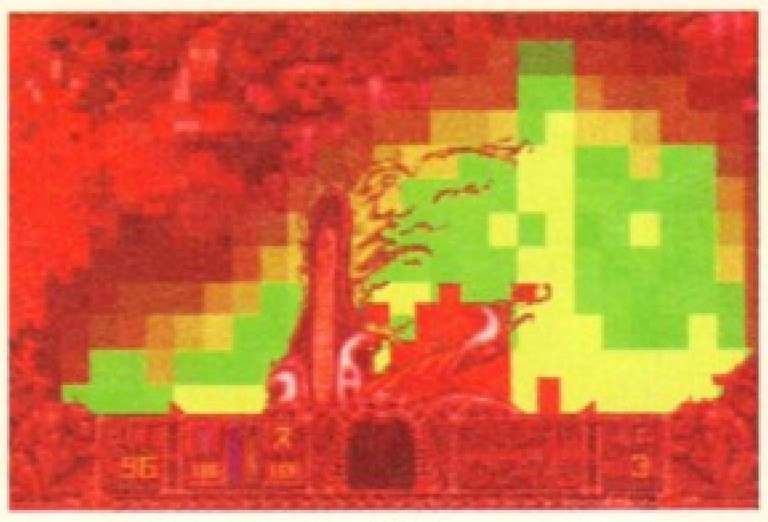
Another interesting weapons-related feature in Hexen is the fact that in order to get your devastatingly powerful BFG style weapon you need to run about collecting all of the bits for it before assembling it and kicking some mediaeval posterior!













Check out these exclusive shots of the Saturn Hexen! As any one who has seen the PC version will see, the graphics are nigh-on identical. What you can't see is how smooth it is. Whilst not quite in Alien Trilogy territory, the overall effect is most impressive indeed.

YES IT IS MULTI-PLAYER

We all want link-up games right? We're all a bit disappointed that hardly any Saturn developers (including Sega) are doing anything for the link-up cable, aren't we? In fact, aren't we just a bit perturbed that Sega haven't even released the cable over here yet? Thankfully, GT and id software have insisted that both Doom and Hexen for the Saturn MUST have link-up capabilities! We'll have more details soon. But surely now there is an excuse to release the thing and get some more software in development for it?

HOW'S IT SHAPING UP?

Hexen must have been a very difficult game for developers Probe Software to convert onto Saturn. Unlike Probe's other eyeball-on-a-unicycle game, Alien Trilogy, the scenery doesn't disappear into darkness two feet away from you. In fact, Hexen has some huge textured areas and that means slllooowwwwdown on the super-consoles. Despite this, Hexen manages extremely well and despite the fact that the game is miles more complicated visually than Doom, it actually has a smoother frame rate than Doom (at least in this stage of development - apparently Doom is "very early"). It's still jerkier than Exhumed, but in terms of gameplay Hexen is the better game. And that's really where it counts. More next month.

The screenshots on these pages show the Warrior at work within the world of Hexen. The range of weaponry is most impressive, with each character class (there's a sorceror and cleric too) having their own range of offensive tools.





All of the beasts from the original PC are present and correct in the Saturn game.



There's nothing quite as satisfying as letting rip with a fully powered-up weapon in Hexen. This plasma sword cleaves through the demonic hordes in no time!

SHOOT 'N' SURF

The Saturn is an awesome games playing machine, but when it comes to multi-player games and titles by id software, you really need a PC connected to 16 others on a network. This technology is beyond the reach of the masses, hence the creation of Shoot 'n' Surf, a brilliant new CyberCafe located at 13 New Oxford Street in London. Here, you can play Quake or Duke Nukem or whatever with all your mates or "surf" the Internet.

We highly recommend you take a visit there and if you brandish this issue of SEGA SATURN MAG you can get two hours on the PC for the price of one on your first visit. That's an enormous saving of £5.00! Look, between you and me, net-worked Quake is bloody amazing! Get down there with about 15 of your mates and indulge in a brilliant simultaneous 16-player battle!



HMV RETRO EXHIBITION

It's going to be the most amazing show on Earth! Honest. A whole floor devoted to old computers and consoles, old programmers giving talks on the good old days and tons of classic games to get yer mits on. Who could ask for anything more! Make sure you visit the RETRO GAMING EXHIBITION at HMV level One, 150 Oxford street, London, W1. It runs from Saturday October 19th to Saturday November 2nd. (We're all going).

NEW CAPCOM FRENZY

At September's JAMMA Show in Japan, you can expect Capcom to unveil some pretty bloody good arcade games. Perhaps most exciting of all is Street Fighter 3D, currently in a 17% complete guise (designed by the man behind the original SF2...)

Look out for the stunning-looking Street Fighter versus X-Men - check out the exclusive report on page 92! Sorry it's not on the contents page, but this is a Stop Press situation! Japanese journal Saturn Fan has announced that Capcom are also planning on bringing Super Street Fighter 2 Turbo to Saturn.

SEGA RALLY TIME ATTACK!

We're still going through the myriad letters and videos that you guys have sent in, but rest assured: next month we WILL have the final judgement on the Sega Rally Time Attack competition. A year's supply of free games will be won in the very next issue... promise!riad letters and videos that you guys have sent in, but rest assured: next month we WILL have the final judgement on the Sega Rally Time Attack competition. A year's supply of free games will be won in the very next issue... promise!

HMV CHARTS
Week ending April 29th, 1996

KNOW HMV · KNOW GAMES

If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Anyone who has their charts printed will receive a game for their troubles!

	HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS
1	Destruction Derby	1	Fighting Vipers	1	Guardian Heroes
2	Athlete Kings	2	Street Fighter Alpha 2	2	Virtua Fighter 2
3	Bust A Move 2	3	NiGHTS	3	Baku Baku Animal
4	Loaded	4	Sega Worldwide Soccer '97	4	Panzer Dragoon Zwei
5	Legend Of Thor	5	Actua Golf	5	X-Men
6	Discworld	6	Bubble Bobble/ Rainbow Islands	6	WipEout
7	Olympic Soccer	7	Outrun	7	Alone in the Dark: Jack's Back
8	Virtua Cop	8	Bomberman	8	Euro '96
9	Ultimate Mortal Kombat 3	9	Athlete Kings	9	Daytona USA
10	Wrestlemania	10	Exhumed	10	Street Fighter Alpha

James Wilson of West Midlands a game is on its way to you!





VIRTUAL ON BLASTS ONTO SATURN

At the recent Tokyo Game Show, Sega unveiled a whole host of exciting new produce including Daytona Championship Circuit Edition, a completed Fighting Vipers and a work-in-progress rendition of Virtual On.

This Sega AM3 coin-op has had something of a limited release in the UK (currently there's a twin sit-down machine at the Trocadero and we daresay it'll turn up at SegaWorld), but it's currently the most anticipated game in Japan (ahead of Fighting Vipers). Virtual On is a one-on-one robot battler with a range of different robot each with various speed levels and weaponry. The action takes place in huge 3D arenas with plenty of buildings and what-have-you to use as cover. It's really quite clever, but what else would you expect from AM3?



The conversion is basically ACE. There's a slight loss in detail and the frame rate's down to 30 frames a second, but other than that it's nigh-on arcade perfect. Two-player options take the form of Netlink (using the new modem) and split-screen. We'll have more next month, where we'll be showing you more of this 40% complete version. Still, enough talk. On with the screenshots.

NEW CONTROLLER FOR VIRTUAL ON!

Just as Sega of Japan announce the existence of Virtual On, they also reveal a controller tailor-made for the game. Check out the pic and you can see that the contrivance bears an uncanny resemblance to the control deck of the original coin-op. The two sticks allow for unprecedented control of your robot (push forward on one and back on the other for a super-quick right turn, for example) and brings the arcade experience to Saturn even more effectively. No word yet on a European release.





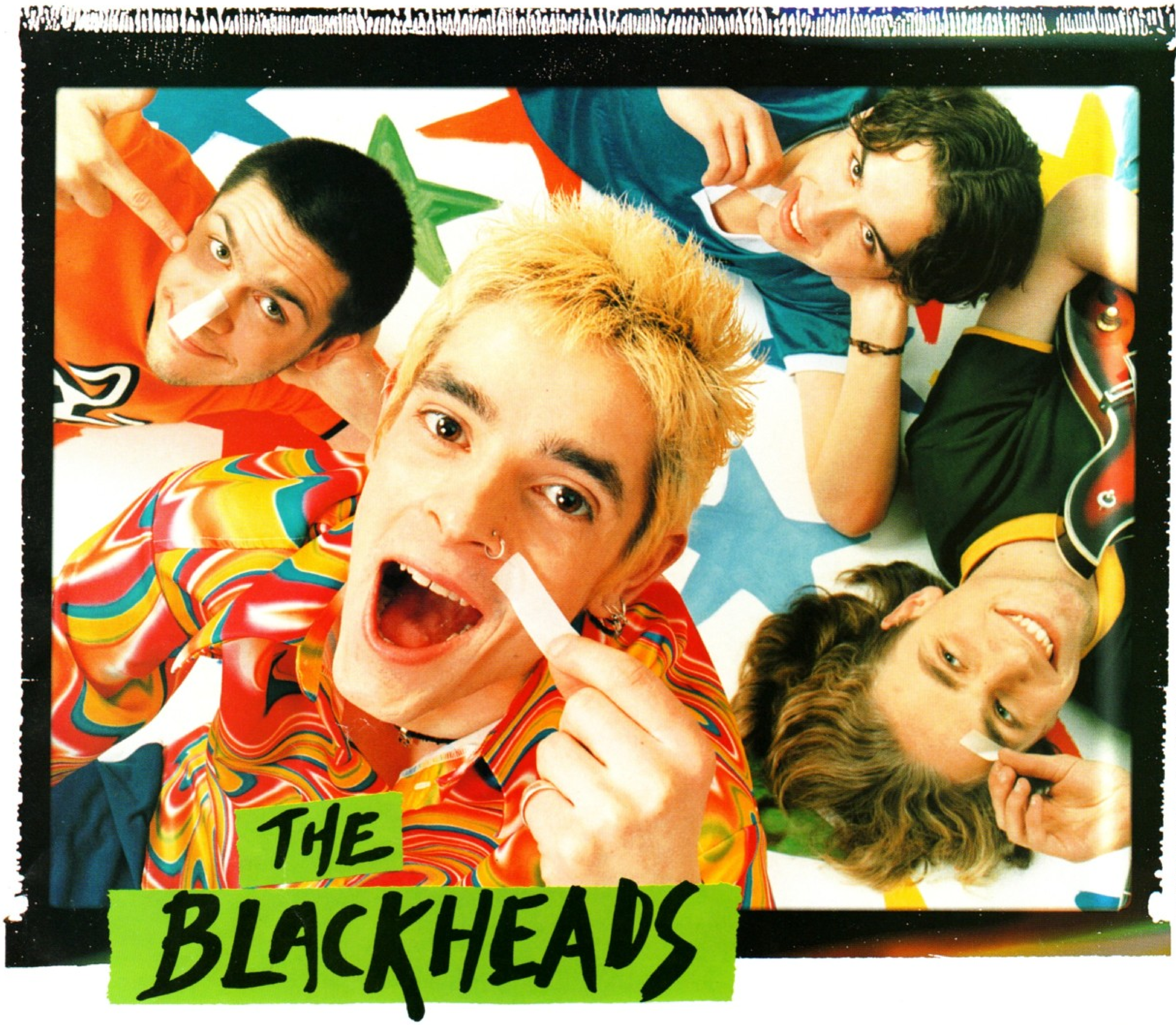
WILLIAMS ENTER UFO TERRITORY

After buying up the rights to the Atari catalogue, Williams are releasing their first Atari game for the Saturn. However, whilst PlayStation owners are getting the promising Robotron-X, Saturn owners have to make do with a conversion of Area 51 - the little-known gun game from the arcades.

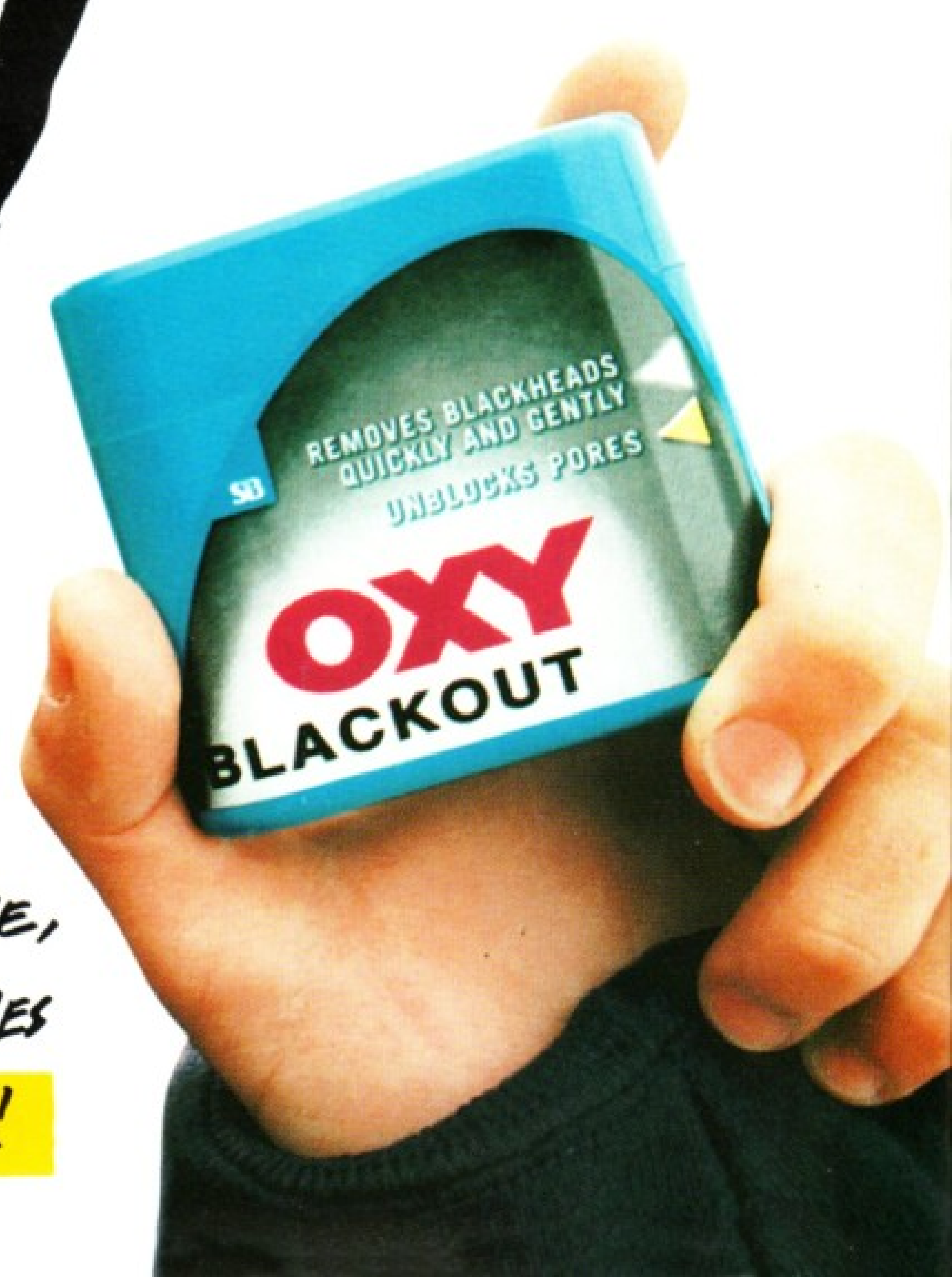
Admittedly, the game is nigh-on arcade perfect, but rather than rely on polygonised wonders like Virtua Cop and its forthcoming sequel, it uses full-motion video, with overlaid sprites. Kind of like Corpse Killers on the Mega-CD. But hopefully better.







OUT NOW ON TAPE.



IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW OXY BLACKOUT. IT HAS SPECIAL STICKY TAPES THAT LIFT OUT BLACKHEADS GENTLY. BLACKHEADS? OXYCUTE 'EM!

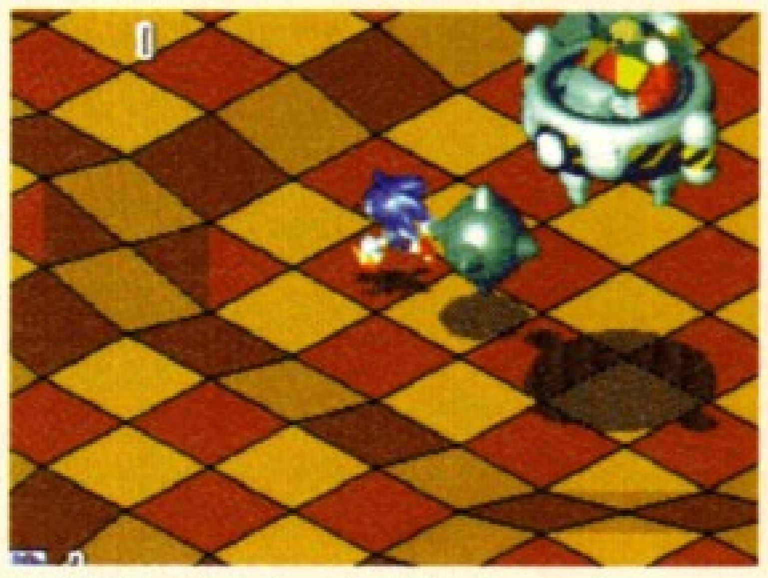


SONIC XTREME CANNED

Despite some promising coding, the Sega Technical Institute's Sonic XTreme has been canned. It's thought that the 3D engine was quite impressive but just didn't suit the Sonic style of game, and it's highly expected that the graphics engine will be used on a different game.

Instead, a Saturn translation of Sonic 3D: Flicky's Island will appear for Saturn, perhaps before Christmas. Already making waves as a Megadrive title, the Saturn version will follow the same kind of isometric 3D formula but will be massively enhanced. Sonic supremo Yuji Naka is said to be involved with this one.

At the moment, no Saturn shots of the game have been made available. However, here's a couple of Megadrive ones to get you in the mood.



Megadrive Sonic 3D. The Saturn version...



... Boasts better graphics and new levels!

SCAVENGER SIGNED!

Remember Amok and Scorcher? You know, those ace-looking games we first revealed about ten years ago? Well, the good news is that both games are finally finished and should be out before November.

Scorcher, from the makers of Megadrive Sub-Terrania and Red Zone is a smart-looking futuristic racing game with super-smooth update and some stunning texture-maps. Amok on the other hand employs some stunning fractal-based graphics for its excellent landscapes and is more of a mission-based blastathon.

Both games would appear to push the envelope in terms of graphical excellence on Sega Saturn, but the question is, how do they measure up as gameplay experiences? Hopefully, the answers should be forthcoming in the next edition of SEGA SATURN MAGAZINE.



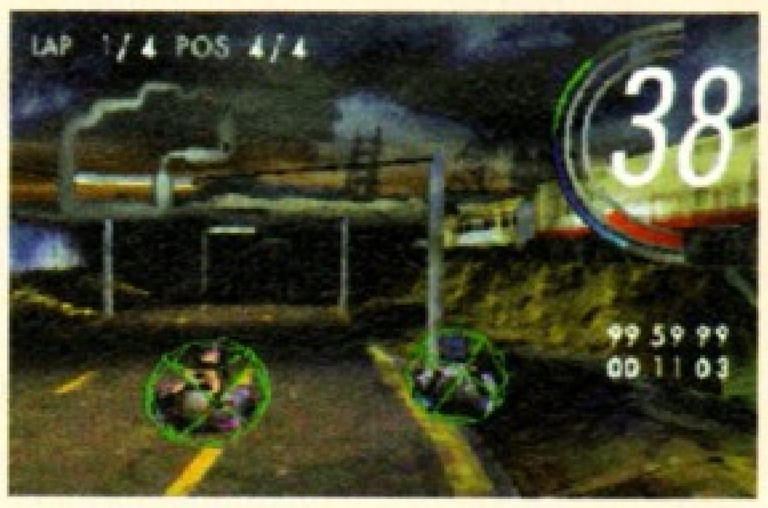
Also of note is the strong rumour that Sega's Scavenger deal includes the rights to publish the Saturn translation of the very hot-looking Into The Shadows - one of the most graphically stunning PC games ever seen.



Amok is split-screen two-player...



... And is shaping up to be very impressive.



Scorcher remains a treat graphically...



... And it should be out very soon now!

BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

1	ATHLETE KINGS
2	LOADED
3	ULTIMATE MORTAL KOMBAT 3
4	SEGA RALLY
5	VIRTUA COP
6	ROAD RASH
7	VIRTUA FIGHTER 2
8	THE NEED FOR SPEED
9	FIFA '96
10	BAKU BAKU



TOP TEN RENTAL VIDEOS

1	TRAINSPOTTING
2	HEAT
3	JUMANJI
4	SEVEN
5	ACE VENTURA 2
6	DANGEROUS MINDS
7	BABE
8	JOHNNY MNEMONIC
9	ASSASSINS
10	LOCH NESS



TOP TEN RETAIL VIDEOS

1	CASPER
2	STAR TREK - VOYAGER 2.8
3	WATERWORLD
4	SWAN PRINCESS
5	POCAHONTAS
6	RIVERDANCE
7	LEON
8	AROUND THE WORLD WITH TIMON AND PUMBA
9	PULP FICTION
10	DUMB AND DUMBER



BLOCKBUSTER VIDEO


DAYTONA
USA
TM
Championship Circuit Edition
SINCE 1992
HORNET
HIGH-CLASS
MODEL 2
SEGA

Two pictures from the new National Park track can be seen below. Notice the change in style compared to the established Daytona tracks (see right). There's another track to come, too!











A total of four different cars will be included in the finished version. It's not known yet whether they're all stock cars or different styles as in 32X Virtua Racing Deluxe. We're betting on the former.

Just imagine... what if the CS Team behind the briiiiilliant Sega Rally conversion had handled the Saturn translation of Daytona USA. Who knows just how brilliant it would have been? Well, we do actually, because the Rally team have been put to work on producing an all-new conversion of Daytona. Not surprisingly, we saw it first...



When Saturn gamers first got their clammy mitts on the conversion of Daytona USA, just about everyone had realised what a brilliant racing game it was. Unfortunately, when it was developed, not many programmers knew the full potential of the Saturn's 3D capabilities so the game suffered from a letterbox display and a bit of a choppy frame rate.

This caused something of a deluge of letters to Sega headquarters across the globe, with plenty of demands for a Daytona Remix, along the lines of the Virtua Fighter Remix which had done so well for the Saturn in Japan and America.

After finishing the hugely appreciated conversion of Sega Rally Championship, the conversion team responsible took a bit of a holiday before starting work on their next project. Originally, they planned to produce a conversion of the minor arcade hit Indy 500. Pressure from Sega in America and Europe helped them scrap the Indy 500 project and instead produce the all-new Daytona that everyone wanted.

Work began on the game in March, 1996 - three months after the completion of Sega Rally.

Daytona Championship Circuit Edition (the name may change before the game finally reaches the shelves in November) is the culmination of the Rally team's expertise and experience. The key points about the game include a smoother frame rate, no letterbox display, more tracks and more cars.

AWESOME GRAPHICAL CAPABILITIES

Daytona CCE is based around an enhanced version of the Sega Rally engine. Even at this early stage in development, the game runs at a rock solid 30 frames a second (as smooth as Rally) and this remains the case no matter how busy the screen gets. Remember, the 777 Beginner Track features 40 different racing cars on the oval, which requires tons of polygons and processing power.

Considering that the new Daytona is over a third smoother (in terms of frame rate) than the old, you might think that the letterbox effect would be retained. Not so. A full screen display as in Sega Rally is already in evidence, and Sega Europe assure us that the game will receive the full PAL conversion treatment - that means full screen and full speed. Again, just like Sega Rally.

ON THE RIGHT TRACKS

Daytona CCE includes the three tracks from the original coin-op and adds two more from the labs of the CS Team themselves. At this current stage in development, only one of the two proposed tracks has been programmed in.

At the moment it's called National Park Speedway and it must be said that it's something of a departure from the established Daytona tracks. As the name suggests, it's something of a greenery fest (being set in the National Park and all), with a fair few mountains thrown in for good measure. What might seem quite bizarre for a national park is the inclusion of an enormous Virtua Racing style Ferris wheel plus a colossal rollercoaster a bit later on.

The style is a good mix of both Sega Rally and the more colourful Daytona USA, and it's designed to be something of an intermediate track between the medium and tough tracks of the original.

At the moment, details concerning the final, fifth track remain up in the air. It's entitled Desert City and... er, that's all we know at present. Watch this space (well, not this one, but the next one) for a full



>>

revelations-paced Daytona style feature. By the way, rumours are emanating from Japan of a hidden track along the lines of Lakeside in Sega Rally. In fact, wouldn't it be brilliant if any of the Rally tracks made a guest appearance in the new Daytona (that's our idea by the way, don't think that we're hinting that they're actually doing it, but the mountain course would be amazing).





Two more shots of the new track. The definition on this course currently betters the three established tracks. A make-over for the originals would really be a good idea.

The same high level of detail seen in the original Daytona... with smoother update and better clipping? That's the idea...

MUSIC, MAESTRO, PLEASE

After the European release of Daytona USA, Sega UK received many letters from purchasers of the game who were mystified by the inclusion of what seemed to be somewhat "inappropriate" music. Obviously, the karaoke-style music wasn't to everyone's liking (even though we've grown quite fond of these B-Univ originals) so Sega Europe's in-house musician, Richard Jacques was assigned the task of remixing the classic tunes. Nobody is likely to be upset with what Mr Jacques has accomplished. Everyone of the main tunes has benefited from a dancey remix, capturing the melodies of the old tunes but getting rid of the singing (for the most part) and introducing some excellent house-style drum loops and even a bit of drum and bass. The addition of two extra courses has given Richard the opportunity to source his own music and rather lovely it is too.

The worldwide organisation that is Sega obviously agrees. Although they have their own musicians producing their own music for this important release, at least three of Richard's songs are definitely going to make it into the final game.

European gamers get to appreciate all seven of Richard's works in the final release and having had a bit of a sneak preview at Sega HQ, we don't think anybody is going to complain about his work. And if as planned, the original tunes make it to the final



Awesome new audio-visuals combine with untouchable Daytona gameplay!

version, arcade purists should be sorted out as well. In fact, there are plans for you to be able to choose which music should go with which course. Now that would be excellent.

AND THERE'S MORE... LIKE A TWO-PLAYER MODE

The biggest question mark hanging over the game concerns the new cars. Just like the 32X Virtua Racing Deluxe (also coded by the CS Team non-so-coincidentally), this game features several new types of car in addition to the extra tracks. Four different types are currently scheduled, although only one has been programmed in. The original Gallop car is scheduled to reappear in addition to the Hornet pictured here. Two other classes of automobile are also going to appear. What they are and what they do remains a closely guarded CS Team secret.

Other things to look forward to includes just about everything that made Sega Rally as great as it was. The biggest news is obviously the split-screen two-player mode, although the inclusion of a ghost mode is also a great idea.

At the moment Daytona CCE's option screen bears an uncanny resemblance to Rally's, so you should have a pretty good idea of what else to expect on that particular.







The Daytona Hornet seems to have received something of a facelift since the original game. As you can see, the entire model in its intact and damaged states is already in the game. Four shots of old tracks (Expert Track above, Beginner below) frame a shot of the new National Park track.



The looping grandeur of the rollercoaster (above) and the brilliantly detailed Ferris Wheel (right). The new course looks great...







Of course, the big question with Daytona CCE concerns the clipping or "polygon pop-up". According to the CS Team they have identified this problem and toning it down to Sega Rally style levels is a high priority for them.



The Hornet is one of the four classes of car found in the new Daytona, as shown in gratuitous detail in the picture above. Curiously enough this shot is taken from an extremely early demo of the original Daytona, which shows the high resolution power of the Saturn in full effect. Will all of this detail make it into the final game?

THE CS TEAM INTERVIEW

Daytona Championship Circuit Edition is the work of Sega of Japan's CS Team, who specialise in producing excellent Saturn wares. They were the team behind the conversion of Sega Rally (which no-one had any complaints about) and once again Director Ryuichi Hattori is handling the work along with selected members of the Saturn Sega Rally conversion team. The team are extremely busy putting together the Daytona game as we speak and time is very limited. However, thankfully they were able to spare a few minutes to answer some questions put to them by our Japanese Editor, Warren Harrod.

SSM What is the main difference between Daytona USA and Daytona Championship Circuit Edition (DCCE)?
CS TEAM We redesigned all the courses with new modelling and improved texture mapping. We've tried to make DCCE much closer to the original arcade version.

SSM Which modes are you going to include in DCCE? Will any from Rally be included?
CS TEAM At the moment there is definitely going to be both a two-player mode and a ghost mode. Other modes are possible but we haven't decided on them yet.



The CS Team Director, Ryuichi Hattori (the man behind Sega Rally) is bringing his experience to bear on Daytona Championship Circuit Edition.

SSM What are your plans concerning the number of courses? Are you just concentrating on bettering the three originals or are you adding any extra?
CS TEAM Yes we are. We're going to add two new courses to the original three courses that were in Daytona USA. So there'll be a total of five courses available.

SSM How do the graphics in DCCE compare to Daytona USA and what was your biggest difficulty with the new graphics engine?
CS TEAM We've rewritten most of the graphics to improve the visual appearance of DCCE. Balance is the most important part of redesigning the graphics as we still need to maintain speed and gameplay.

SSM How has the gameplay changed in DCCE?
CS TEAM The gameplay hasn't changed at all. It's still the same as Daytona USA. The main features of DCCE are the upgraded graphics, the various new modes and the enhanced realism of the car handling.

SSM Is the two-player mode split-screen, link-up, or both?
CS TEAM The two-player mode will be split screen not via a link-up cable. You can also play with another person by using X-Band however this will still be two-player only, it won't allow a four-player mode.

SSM What is the biggest difficulty with the two-player mode?
CS TEAM The main problem is the number of polygons. Even though each screen area is half the size the two-player mode still uses a lot more polygons.

SSM Did you have to design any new features?
CS TEAM No, all the graphics are based on Sega Rally.

SSM Are there elements included in Daytona that have come from the forthcoming Daytona 2 for the arcade?
CS TEAM At the moment we can't comment on that.

SSM Will there be any hidden features, like the horse from the original Daytona?
CS TEAM We haven't decided yet.

SSM Is the music going to be changed?
CS TEAM We're still considering whether or not to change the music. [*Since the Interview, this has been confirmed - see the main text - SSM*]

SSM How many cars are there? Are there any new or special cars?
CS TEAM Details about the cars in DCCE have yet to be fixed so we can't comment on this at the moment.

SSM Will there be a constructor mode?
CS TEAM No, there won't but you'll be able to alter the car mechanics by changing wheels and suspension etcetera.

SSM Is it compatible with the new analogue controller?
CS TEAM Yes, it is.

SSM Why did you choose to make a new release of Daytona?
CS TEAM We thought the game had unused potential so we wanted to add new courses and various modes and release an improved version.





Dhalism, although an established Street Fighter 2 personage, is kind of new to the Alpha series. Here he's letting off something of a Yoga Inferno.



Newcomer Sakura is easy to pick up – most of her moves are the same as Ryu's. However, in execution, she's just a bit different...



The Custom Combo feature takes effect (above). There's no delay between techniques, allowing Sagat to chain Tiger Uppercuts.



Rose returns to Street Fighter Alpha in this brilliant new sequel and she remains pretty much the same – her fireball reflecting powers remain (below).



Two of the mainstays of the Street Fighter genre – Ken and Gui... sorry Charlie. Both characters remain pretty much unchanged from their first Alpha outings.



Guy gets squashed by the enormous Zangief.



Chunners' fireball blasts into Sakura.



A total of 18 characters to choose from - and there's more hidden in the European version!


The intro shows off some of Capcom's customary dynamic artwork.


New character Zangief is even more powerful - as you can see with this Super Combo finish.



Zangief's Level Three Super Combo brainbuster - devastating indeed.



Capcom have plied us with only the very greatest of their arcade wares, as the sheer brilliance that is X-Men and NightWarriors clearly shows. Now they're about ready to unveil their latest fighting classic: Street Fighter Alpha 2. Here are some exclusive pictures of the Saturn version to look at, plus some words about its development.

Capcom's Saturn development operation is going from strength to strength. Having clearly established themselves in the fighting game market, they are looking to further their reputation with a conversion of their latest arcade hit, Street Fighter Alpha 2.

The question must be, just how can Capcom improve on their previous arcade games. Surely Street Fighter Alpha was the pinnacle of 2D brawlers? Well, er no. The game actually had a fair amount of faults: there was a lack of backgrounds (easily sorted for Alpha 2) and a lack of characters to be honest. In fact, Super Street Fighter and its Turbo sequel had more characters to choose than Alpha.




Has Akuma finally succeeded in seducing Ryu to "the dark side" in Alpha 2?

FIGHTER FRENZY

All of this, plus more, has been incorporated into Street Fighter Alpha 2. Perhaps the best thing is that there are now 18 different fighters to choose from. All of Alpha's characters have been included, along with five new devastating warriors: Zangief and Dhalism should be familiar to Street Fighter 2 veterans whilst Rolento was a boss from the fourth level of seminal Capcom coin-op Final Fight (his lift scene is recreated in Alpha 2). Fans of the original Street Fighter should revel in the fact that Gen has returned in all his senile glory, whilst people after something new should be quite happy with Sakura, the schoolgirl with devastating combo versions of all of Ryu's most powerful sure killing techniques.

One of Street Fighter Alpha's innovations which has been improved is the Alpha counter. These moves basically allow any character to reverse any kind of technique used against them, bar a throw. It was a tad limited in Alpha due to the fact that most characters either attacked high or low, meaning that you weren't guaranteed a hit depending on what kind of move you were countering. All this has changed in Alpha 2, where you can now decide on two different types of reversal per character.

THE NEW CUSTOM COMBO

However, we've left the best innovation until last. As well as the Super Combo attacks from Alpha, the sequel now includes a new "Custom Combo" feature designed to further boost the pain-inducing powers of your favourite character. By storing up Super Combo energy you can determine the length of an all-out super-speed combo frenzy. One unleashed, your character can chain together every move in his/her repertoire and use any move as many times as they want. The energy bar ticks down, effectively placing a time limit on your onslaught.

This new feature is good for some characters - but not all. Newcomer Zangief is quite slow and even in Custom Combo mode he's easily dodged, making him look like a bit of a melon. However, use the new feature with someone like Gen and you'll soon be unleashing incredible 25 combination attacks!

AND FINALLY...

It's features like this that make Street Fighter Alpha 2 the premier sprite-based fighting game in the arcades - and soon, it'll be gracing the Saturn. The game is due for release in Japan on September 7, and we can reveal that once again Virgin will be handling the UK release. There was something of a disgraceful delay in bringing the first Alpha to the British shops, but hopefully Virgin will pull out the stops in releasing the PAL code in time for a Christmas release. At the moment, they've pencilled in an early November release, so fingers crossed...





Charlie's somersault kick cleaves into Sakura.


A Super Combo-powered Chun Li blasts into the cowering Dan. Dan's still a bit poor in Alpha 2...

LATEST CAPCOM NEWS

Capcom's commitment to the Saturn is beyond doubt, as a quick look at their forthcoming development schedule shows.

The big news concerns the new CPS-III technology which the company unveiled at a special show last month (see the news section for more details). This all-new hardware is being put to the test in an all-new one-on-one fighting game - WarZard. Employing RPG aspects in tandem with the established combat formula, this has "winner" written all over it. Capcom told us at the special CPS-III presentation that War-Zard is definitely heading for the Saturn. Just how its awesome animation and sprite scaling will be converted has yet to be announced, although Capcom do profess an interest in developing for the memory upgrade heading for Saturn...

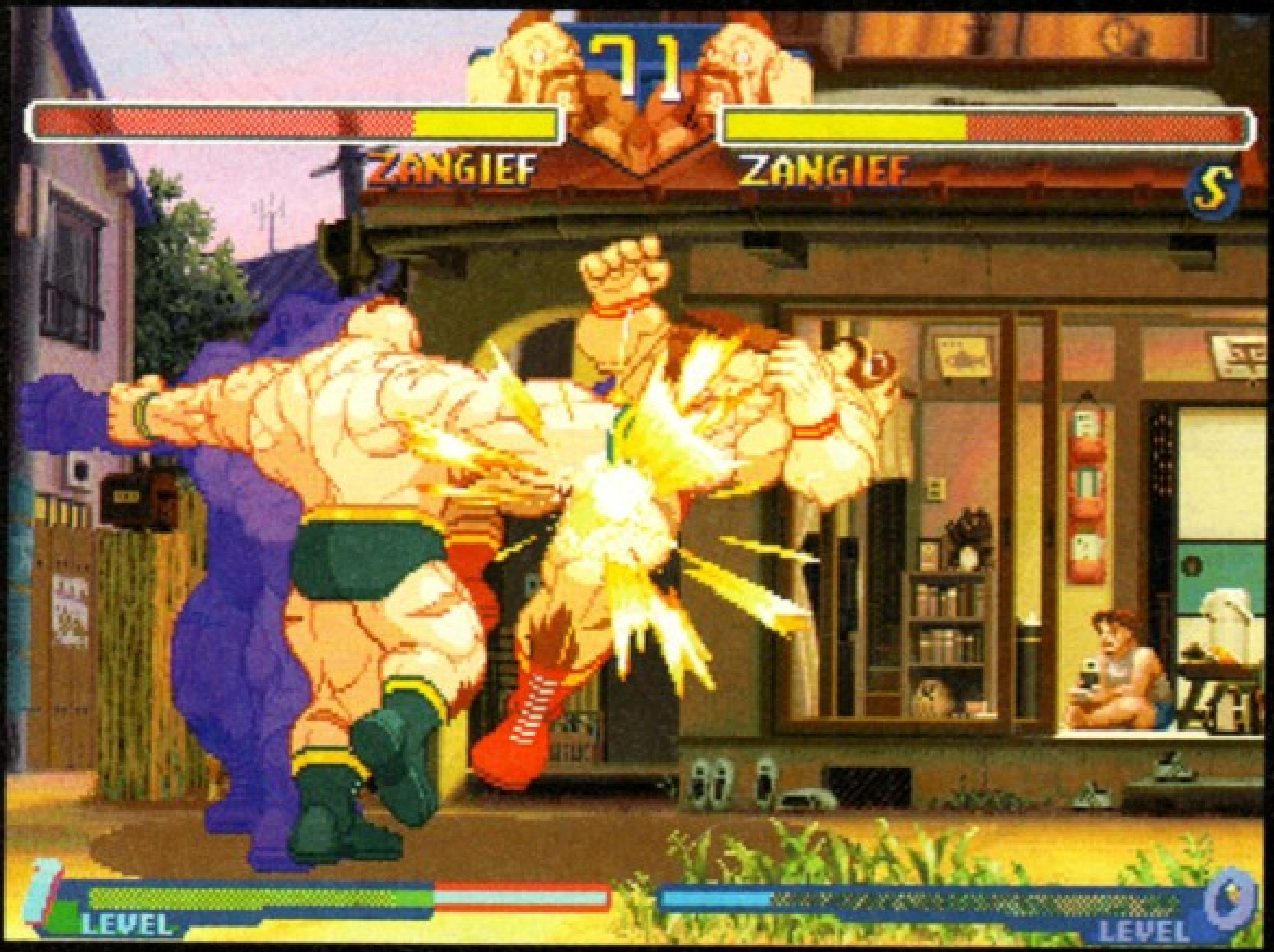
Other titles to look forward to: the fighting game inspired puzzler known as (not surprisingly) Puzzle Fighter is a definite for Saturn conversion. More on this in the news section too.

Recently, it has been announced that a version of Resident Evil is heading for Saturn. When we spoke to Capcom R&D (admittedly a while back), it was a conversion of the first game that was going to be produced. Now it appears that the forthcoming sequel will get the conversion treatment...




The fast-paced action that is synonymous with the Capcom fighting game is at its peak in Street Fighter Alpha 2. Only small differences are evident between this and the coin-op original. We have a winner!









The Street Fighter franchise is as potent as ever - and the Alpha 2 instalment is shaping up to be the greatest 2D fighting game of all-time!






The obligatory Anime-style schoolgirl stereotype finally makes it way into a Street Fighter title.

HIDDEN CHARACTER CONFUSION

Seen that original Chun-Li character in arcade Alpha 2? What about the so-called "Evil Ryu" or original Dhalsim and Zangief? Not bad eh?

Well, it will probably come as quite a surprise to learn that (with the exception of original Chun-Li), all of the hidden characters were added at the request of Capcom of America and do not appear in the original Japanese version (Street Fighter Zero 2). This goes for the conversions too - so while the Japanese have to make do without the hidden fighters, us Europeans (and the Americans) get more fighters. Hurrah.Fighter is a definite for Saturn conversion. More on this in the news section too.

Recently, it has been announced that a version of Resident Evil is heading for Saturn. When we spoke to Capcom R&D (admittedly a while back), it was a conversion of the first game that was going to be produced. Now it appears that the forthcoming sequel will get the conversion treatment...


Super Combo action abounds!





THE CAPCOM INTERVIEW

Quite possibly the premier third party force for Saturn software, we sent our fine Japan Editor, Warren Harrod, to visit Capcom's Japanese headquarters to discuss the Street Fighter franchise and the forthcoming Sega translations. We spoke to Mr Shinji Mikami, Senior Planner of the Producer Section.

SSM Why was the decision made to make chaining normal hits harder in Alpha 2 than in Alpha?
CAPCOM It wasn't our intention for people to have this impression. The reason may be because the damage levels for Alpha and Alpha 2 are different. When we were trying to get the balance of Alpha 2 right we only concentrated on Alpha 2. That's the one that's important. We don't really have to get the actual same damage as Alpha. In Alpha 2 some new characters were introduced, so in order to maintain the game balance we had to increase the damage for the normal hits. In addition, this time for Alpha 2 we wanted to focus on the importance of the normal hits and not just the specials.



SSM Why was the random character select box removed? Was it unpopular?
CAPCOM No, it was because it wasn't necessary to use it.

SSM The secrets for the hidden characters and so on in Alpha 2 seemed to have been released a lot later than with Alpha. Was this a conscious decision on your part?
CAPCOM Yes, we did this on purpose. It's a simple story: When we first released Alpha on the market for the coin-up all our secret codes and characters were discovered by the players very easily and what happened was that it was all put on the Internet, and so the next day everybody knew about it. Of course, once the shops find out they all display the moves so it didn't take a lot of time to spread to the general public. As a result of this we decided this time to make it more difficult.

SSM Does the Evil Ryu secret character have a proper name, and what is the story behind him?
CAPCOM I'm sorry I don't know much about this character so I can't tell you about him. There are 3 hidden characters for the foreign versions. However, these are only for the foreign versions, not the Japanese version. They were chosen by Capcom USA. The evil Ryu character appeared in a comic published by Shinseisha, but I don't know the story.

SSM To whom do the two secret backgrounds (Australia and Venezuela) belong?
CAPCOM These don't belong to any secret characters. Australia appears when the player is Sagat and the final CPU boss is Ryu. Venezuela appears when the player is Nash and the final CPU boss is Vega.

SSM Is there a dramatic battle option similar to Alpha, and against who?
CAPCOM No, there isn't.





SSM Do you have any kind of special battle option instead of this?
CAPCOM No we don't.

SSM Are you expecting to do as an accurate a conversion of Alpha 2 to the PlayStation and Saturn as Alpha was?
CAPCOM Yes we are.

SSM Will there be a loss of animation as with X-Men and Vampire Hunter?
CAPCOM Yes, we will have to cut the pattern of the characters. I can't say which character's will be cut at the present, but certainly for big ones and ones with a lot of patterns like Zangief there will need to be cuts. Other than that it will be an almost perfect conversion.



SSM How soon can we expect to see the conversions?
CAPCOM They were about 70-80% complete at the Tokyo Toy Show so they should be completely finished by the time of the Tokyo Game Show.

SSM Can you improve on the long loading time on the PlayStation version of Alpha, or is it unavoidable?
CAPCOM We're doing our best to overcome this particular problem but, it's dependent on the hardware and software libraries so there's not much we can do about it.

SSM Are there plans to release another Alpha game before SF3?
CAPCOM No, we won't be releasing another Alpha game before we release SF3.

SSM Will Street Fighter 3 be a 2D or 3D fighting game?
CAPCOM It'll be 2D.

SSM Can you tell us which characters will definitely be making an appearance in SF3?
CAPCOM Ryu and Ken are the only characters that I can say will certainly be in SF3.

SSM Can you tell us what hardware the game will be using?
CAPCOM That's a secret, but we'll be using a new board.

SSM Please tell us a little about SF3.
CAPCOM It's going to be the ultimate 2D fighting game. There'll be improved graphics as well as more animation patterns. Because we are using a new board it has become possible to use more colours and the game will be able to zoom into and out of the screen. It's going to be dramatically different from the present SF series.



SSM You've already got a new Marvel Super Heroes and Vampire Hunter in development. Where does SF3 come in your production schedule?
CAPCOM We'll probably release it within this year.

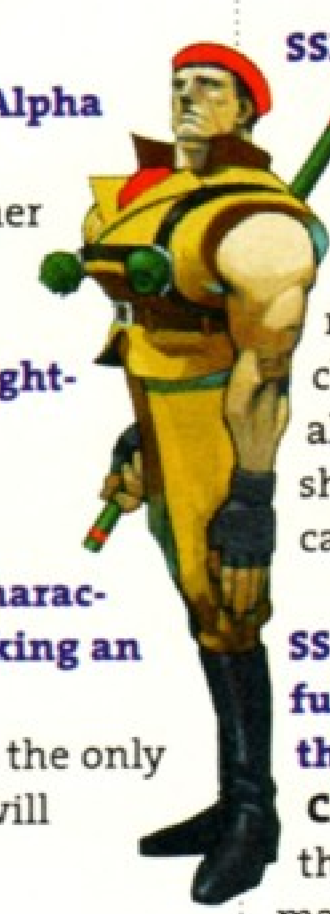
SSM What percentage is it complete?
CAPCOM Presently less than 50%.

SSM Does this mean you're not planning to make a 3D Street Fighter at the moment?
CAPCOM We are actually considering it presently.

SSM Are you waiting for the reception of Star Gladiator or would you need a much more enhanced 3D graphics system for SF3?
CAPCOM We haven't decided anything yet so we can't comment on specific details.

SSM Will the Street Fighter 2 series be continued, even after Street Fighter 3 is released?
CAPCOM For a short period they can continue together as separate games but, eventually Street Fighter 2 will be dropped.

SSM If Street Fighter 3 is so super can it be converted onto any of the current home consoles?
CAPCOM Impossible. It would just be too difficult. It would need additional hardware and great care. This the major difficulty. There are other problems but, other than this they are all minor problems.



SSM How much have you learned from converting Street Fighter Alpha, Vampire Hunter and X-Men? In what ways will this help Marvel Super Heroes a better conversion?
CAPCOM It's related to the memory issue you mentioned earlier. We've learned how to cut the characters' animation patterns a lot better. And also streamlined the conversion process, and shortened the development time. From a technical viewpoint these are the two main areas.

SSM If animation is missing, will you consider a full animation cheat when both players choose the same character, as in Vampire Hunter?
CAPCOM Yes, we will. Unless both characters are the same there isn't any other way to get full animation.

SSM There is a great deal of difference between the loading times of the PlayStation and Saturn Capcom titles. For example, Alpha's loading times on the Saturn are a lot quicker. Why is this?
CAPCOM The PlayStation and Saturn have a problem with the size of their memory. In order to save memory we compress all the graphics to fit in, and so it takes a fair while to decompress the graphics data. As the PlayStation has less memory than the Saturn we have to decompress more and so it takes longer.

HARDCORE 4 X 4

Take to the hills for some monster truck action!

PUBLISHER	GAME STYLE	RELEASE DATE
Gremlin	Racing	TBA
ORIGIN	It's an original title	
IT'S A BIT LIKE	A rugged sort of Sega Rally	



As well as having more tracks than Sega Rally, Hardcore 4x4 also offers far more in the way of different surfaces to race over, all of them affecting your truck in a different way.

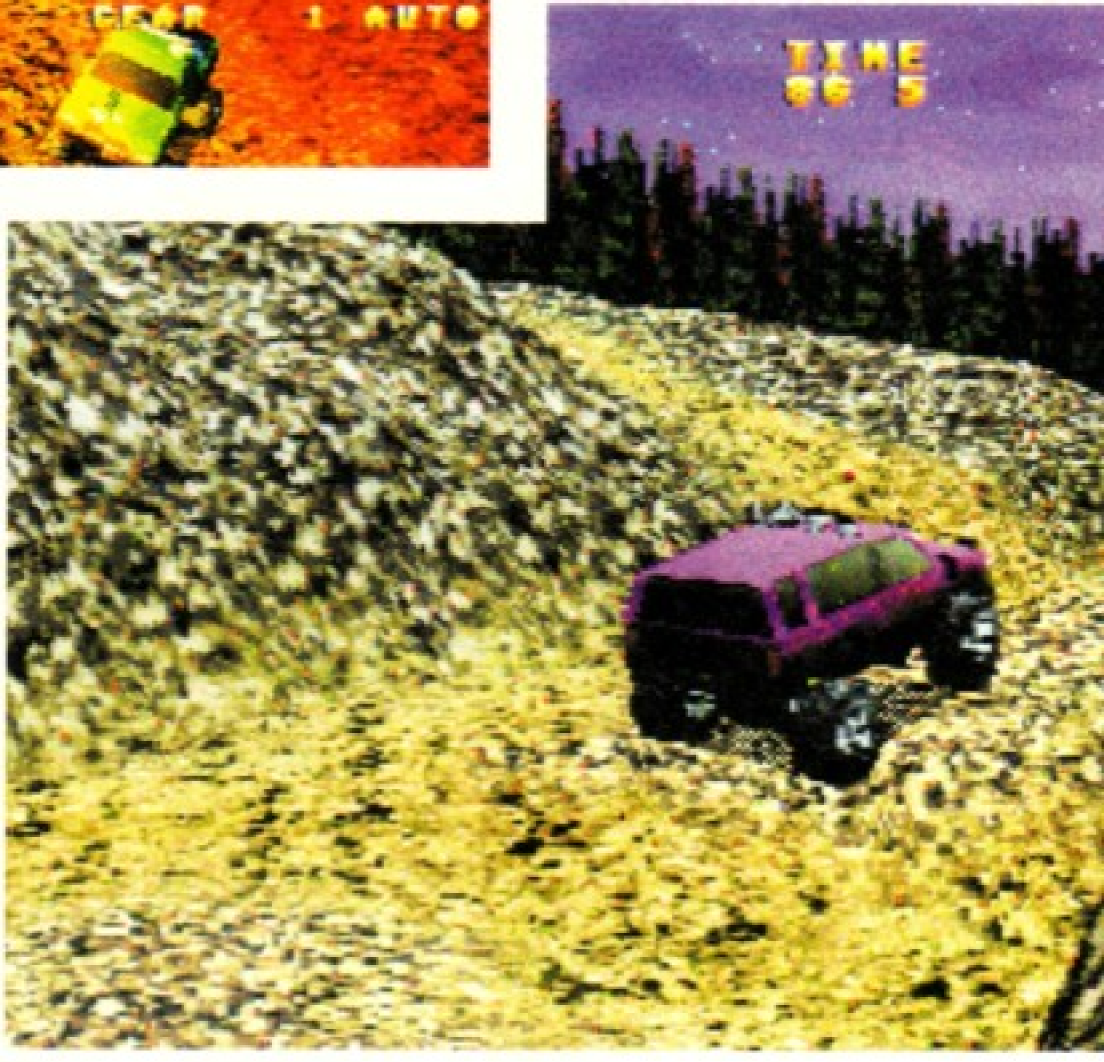








Hardcore 4x4 features some extremely realistic suspension action on the trucks.



The huge four-wheel drive jeep/all-terrain vehicle became a bit of a fashion during the Eighties. Just why exactly remains a bit of a mystery. After all, these vehicles, like any other car spent the majority of the time sitting in traffic jams or cruising down a very flat motorway. I never saw any drivers suddenly veer off the hard shoulder to assault the countryside in search of a short cut, or bulky cars tearing through suburban gardens, hedges, sheds and small children crushed beneath their mighty wheels.

> **"Gremlin's main concern is to ensure that the vehicles handle perfectly... the graphics and animations are already looking very impressive."**

Spurning this conservative attitude to motoring, Gremlin's Hardcore 4x4 sees the player climbing inside an all-terrain vehicle to take on, well, all terrains as it happens. That means snowy mountain landscapes, muddy valleys and even a quick jaunt around a volcanic rockface, complete with flowing molten lava. As a result the emphasis is not so much on speed as your ability to handle the vehicle, making quick decisions about gears and all that stuff. That's not to say that Hardcore 4x4 is lacking in thrills. The game still revolves around racing against five other competitors, barging each other out of the way in the pursuit of victory.

To accentuate the realism, Gremlin have included all of the traditional hazards involved in this kind of motoring. You could be stuck in the mud with your wheels spinning furiously to no avail, or travelling perilously along the ridge of a cliff, or maybe trying to stop skidding out of control in the snow. The knack comes in finding your way out of such traps as speedily as possible. For the more experienced driver there are opportunities on each of the tracks to take short cuts, provided you can handle the rougher and riskier terrain you'll be travelling over.

Hardcore 4x4 is still quite early in development at the moment, the programmers working on the Saturn and PlayStation versions simultaneously. Gremlin's main concern is to ensure the vehicles handle perfectly... the graphics and animation are already looking very impressive. Naturally, we'll keep you informed of developments in future issues.



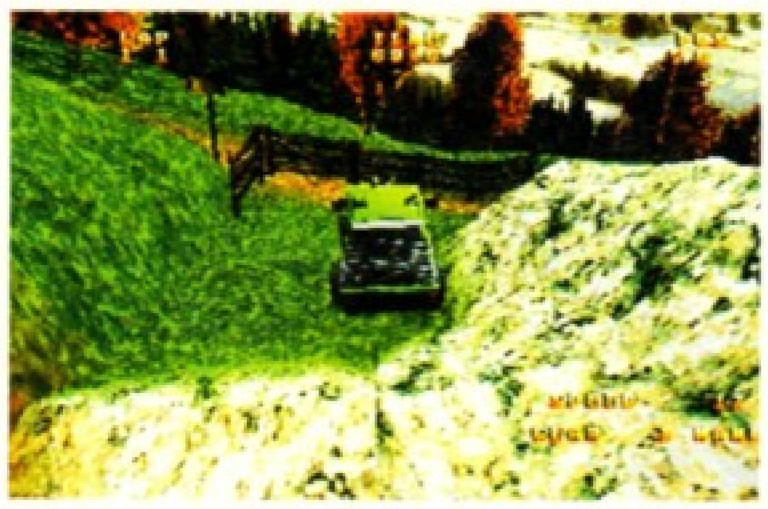
The trucks' movement on the ground is most impressive. The trucks' movement on the ground is most impressive.



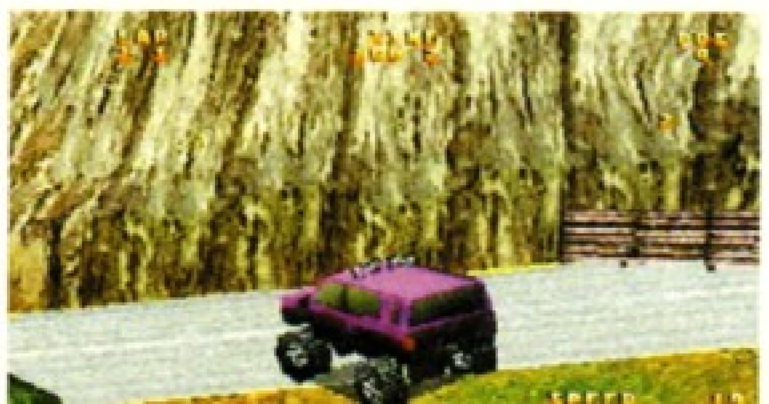
Hardcore 4x4 shows that British development on Saturn is most promising. Gremlin seem to be leading the way for the third parties.



Quite obviously the most impressive part of Hardcore 4x4 (at least in this early version) is the way that the four-wheel drive vehicles react to the uneven terrain. Every movement of your truck is mathematically calculated according to real physics.



Sega Rally with trucks? Kind of, but Hardcore 4x4 does have many more tracks.





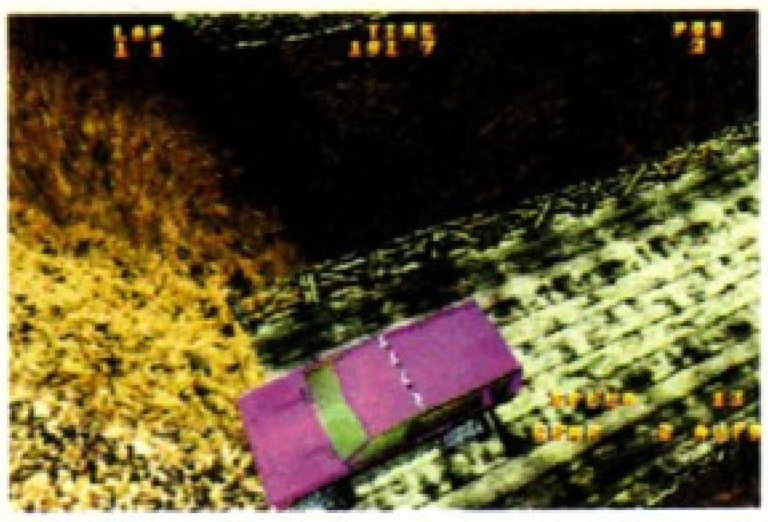






A plethora of (quite literally) hardcore racing action surrounds this caption space. This is shaping up to be a very cool game.





HMMMM. NICE DRIVING

Because there's more to Hardcore 4x4 than simply tearing about tarmac, the game includes a rating system pointing out the merits of each vehicle. This includes such things as traction, turning circle for those especially tight bends, and gear ratio (what exactly this does I'm not sure). A vehicles strengths are designed to correlate with its 'home' course. The car designed to race on the Northern Siberia track for example will have excellent traction to grip the snowy surface. As to what vehicles you can actually get your hands on... well, cast your eyes to the bottom of the page where all the available choices of transport are displayed!



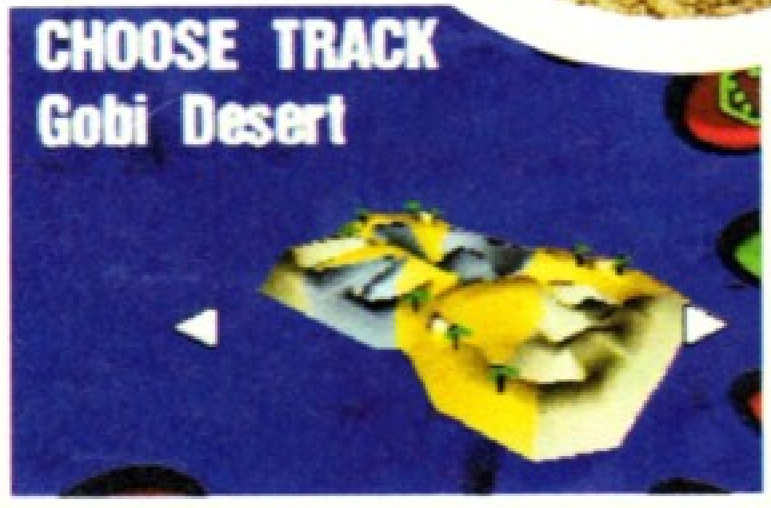




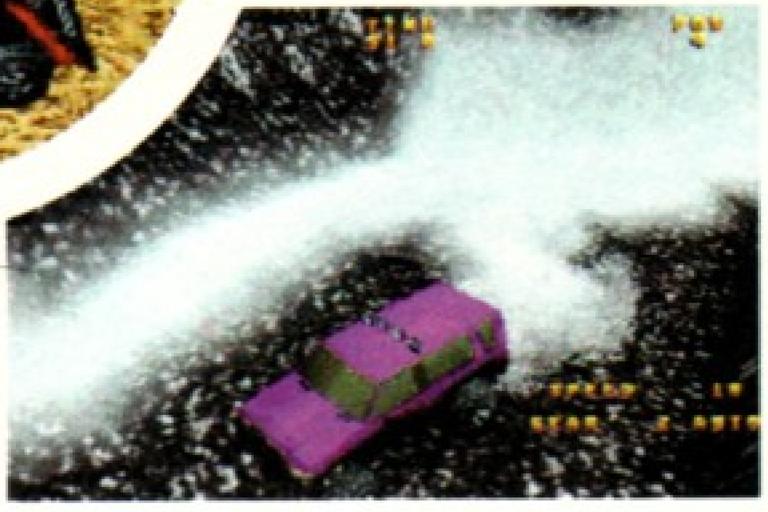


Unlike a lot of other racing games, Hardcore 4x4 has quite a lot of freedom regarding the route you take through the level. Some are easier, some are much harder (like in the picture above).





As you might imagine, the track select screen gives you some idea of how the race will progress and what hazards you might face.





TO BE THE BEST

Hardcore 4x4 features the usual range of racing options from practice, through time trial to championship. The races are split into three classes which are based on engine size. The larger the engine the more impressive the car, but that also means they are tougher to handle. Just like the real thing, these off-road vehicles aren't indestructible meaning every crash will take its toll on the cars performance.

KEEP ON TRUCKING

Hardcore 4x4 features a total of six different all-terrain vehicles, each of which has a 'home' course where it's best suited and at an advantage over the other racers. At the moment there are five off-road motors to choose from and the names they're under might well be changed (because some of them sound a bit naff to be honest) but here they are:







Tunnel B1

Fighter flies! Holy cripes! They're all coming out the pipes! Aieee!

PUBLISHER	GAME STYLE	RELEASE DATE
Ocean/Neon	Shoot 'em up-ish	October
ORIGIN	Totally original title unexplored virgin concept.	
ITS A BIT LIKE	WipEout with more guns and bigger courses.	

Sigmund Freud would have loved this game. In fact, Sigmund Freud would probably have had to set up his Saturn and monitor in the toilet to "analyse" it properly, and have come out with a shaky leg. That's because, as the title suggests, this game is all about tunnels, one of Siggy's preoccuperative concepts. Sadly, his metaphoric theory of tunnels (or dreaming about them, anyway) is too shocking to be detailed in a family magazine, but needless to say he'd be suggesting the whole of Neon buy a one-way ticket to the funniest farm they could find. Anyway, luckily for our German programmer friends most of old Sig's wonderful ideas have since been discredited by clever people, so we can preview their game without recourse to their inner frustrations.

> **"These torturous layouts are populated with numerous mechanical enemies, from gunpost things to low-flying helicopter things, via various ground-hugging tank things."**

Tunnel B1 follows in the new cyber-tradition of next generation games featuring floating cars. WipEout and Cyber Speedway have already had their crack at the Saturn and both of them delivered straight-ahead turbo race games. Tunnel B1 is different. It is, in a certain essence, a race game – but you're racing against time rather than computer opponents. We're not entirely sure what the reason for this is, but you can bet that as usual those wily producers will have a dang good explanation for it. The idea is that you're trapped in a variety of dimly-lit subterranean sewerage-type caverns. These torturous layouts are populated with numerous mechanical enemies, from gunpost things to low-flying helicopter things, via various ground-hugging tank things. Perhaps not surprisingly they don't want to be your friends. So much so that they've also erected huge roadblocks of barriers and exploding oil tanks, and they've sealed off all your escape routes. The only way to get past your new-found enemies is to blast your way past. Fortunately all manner of heavy-duty weaponry is up for grabs if you take the time to look around. You kick off the game with just the measly regulation machine guns, as usual. How come no-one in these games ever thinks to equip your vehicle properly? There you are, sitting in a high-tech floating attack car with all these empty weapons mounting all over the shop, and does anyone ever consider placing a big missile launcher on your nose? Do they heck as. No, you've got to forage through abandoned enemy supplies hoping they've got something to fit. Well, nice work Mr Quartermaster, that's all I can say.



Anyway, this isn't the only area where Tunnel B1 departs from the usual superfast hovercar fare. Your goal may be to reach the exit of the level, but this isn't necessarily the end. Each stage is a maze of pipes sprawling in each direction, and the exit could be anywhere. Luckily the one thing you do have of any use in your car is a complete map of every level. Simply pressing a button pulls up the wireframe blueprints, allowing you to work out where to go next. It isn't as simple as pointing your front end at the way out and hitting the accelerator, though, as various doors need unlocking, command centres want destroying and so forth.

We have to say that Neon have obviously been hard at work getting Tunnel to look as good possible. The graphics are already amazing, and there's still tidying up to be done on the lighting and explosions. From what we've seen it looks just as good as the PlayStation version. But we all know that in the end it all comes down to the playability, and on that score we have to remain on the fence. There are still stacks of bugs left in Tunnel and the controls are a little n the awkward side. So you'll just have to wait until next month when we give the game our full undivided reviewing attention.











The pictures above and to the left are beautiful illustrations of the many kinds of box to be found in Tunnel B1. Honestly, it's a packaging fan's wildest game dream come true, as myriad crates, barrels and other containers proliferate.



Those big star-shaped things are the tails of your missiles. Not enemies.





Corks alone knows how they got that helicopter down into this little tunnel. Blimmin' potholers again, I suppose.







The strange car thing above wants destroying as you can tell by the arrows above its head.





ROUTEMASTER

When we said that Tunnel B1 isn't like a racing game and requires loads of exploration, we were in fact lying. Some levels are like a racing game. You're given a set amount of time to peg it through the tubes, a limit which is replenished when you pass certain checkpoints. However, this still varies from the norm, as you're required to choose your route through the stage. One wrong turn into a dead end can cost you all the time you need to die. Use the map, Luke!









We actually cheated to get all those weapons. They make the screenshots look nicer.





It's lunchtime soon. Good. I'm really hungry. Just looking at that explosion reminds me of souffle. Or cauliflower cheese. Or dumplings.



DARIUS 2

Save the world from the giant exploding fish all over again!

PUBLISHER	GAME STYLE	RELEASE DATE
SEGA	Shoot 'em up.	October
ORIGIN	Sequel to the Saturn conversion of the aged coin-op.	
ITS A BIT LIKE	Bit like Darius.	

Fish are nothing but trouble. If you're the Queen mum. All those little bones, y'see. For the rest of though, our piscine pals are nothing to be frightened of. Unless you're one of those mad divers down in a bathysphere amongst all the scary-looking weird deep sea fish in the pitch blackness. I'd be cacking my pants at that little prospect. Anyway, the point is that fish have done little to terrorise mankind since we crawled from their domain. In fact, other than occasionally leaving grey bits in their fingers, fish have been remarkably good to us. A lot better than, say, crocodiles. Or spiders. I hate spiders.

> **"The scaly hordes are back for another pop at the Earth trophy. Obviously their tiny fish memories can't recall they got blown up last time."**

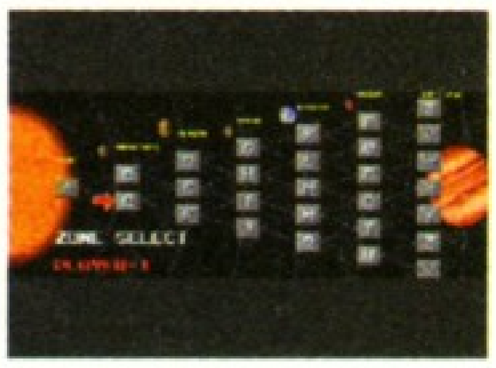
Well all this is about to change, and we don't mean that spiders will suddenly become nice and buy us presents. It means the fish are MAD, and they've called in reinforcements from another planet. Of course, long-standing readers of SSM will already be familiar with this scenario, as it's already happened once in the last Darius title for the Saturn. But you can't keep a good fish down, and it would appear that the scaly hordes are back for another pop at the Earth trophy. Obviously their tiny fish memories can't recall they got blown up last time. And so it is that you, the last line of Earthling defence against the things that swim (in the air), are charged with mankind's future. Again. You know, it'd be nice to see a slightly different plot to this alien mass destruction sometime. Given that humans aren't exactly the most polite creatures on Earth, wouldn't it be better to have a game where you're the only surviving members of an attack force sent to blow up an extraterrestrial race? You could have war atrocity bonus levels and everything.

So, right, there's these big robot fish coking down on yo' ass – again – and you've got to fly through numerous sideways-scrolling shooting levels to defeat them. So what else is new? Well, taking its cue from the many clever polygon games on the market at the moment, Darius 2 allows the player to change the view. Not by altering the camera angle as such, but by zooming into and out of the action. Want to play a one-inch tall shoot 'em up with six inch borders at the top and bottom and tiny sprites you can hardly see? No problem. How about a mode so close-up you can barely see anything else on screen apart from your ship? Piece of cake. How about a carefully graded selection of views inbetween for proper gameplay? Er... well, wait and see. Maybe.

Darius has been programmed by Taito, the same tykes responsible for the original Saturn Darius, so what they don't know about robotic fish warfare ain't worth knowing. Whilst as old-fashioned as Werther's Originals it has to be said that the last instalment was pretty jolly, so as least reasonable things are expected of this update. As we're always bound to say at this point in a Preview, we'll keep you posted in a future issue.







This map allows you to choose your route through the game. Like OutRun.



(ABOVE) That's the very close-up view, so everything looks dead big. (BELOW) Everything is dead big, but far away.









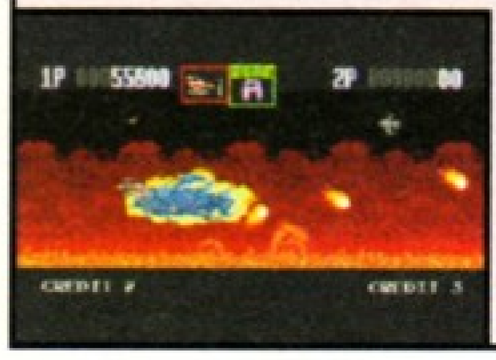


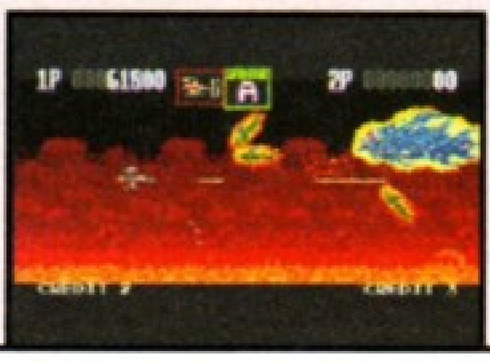
That mushroom cloud thing is actually a kind of alien appearing. I think. Could be.

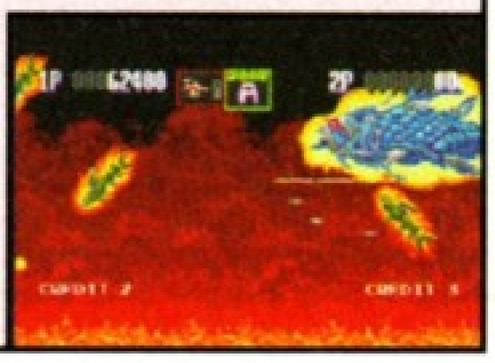


ZOOM SHAKE THE ROOM

The Saturn is famed for its sprite handling capabilities. Well, perhaps not exactly famed, but certainly mildly well known. Darius 2 aims to make the most of the awesome 2D abilities of the king of all home consoles – so it's being released for the PlayStation. No, not really, that's just our little joke. Please don't write in about it. Look, what we're on about is Darius' exclusive scaling abilities. Pressing either of the top two buttons zooms the screen towards or away from the player, allowing you to get close-up for more accurate shooting or further away if there's loads of stuff flying around you want to avoid. Have a gander at the screenshots to see what we mean. The furthest left shot shows the far away view, and the furthest right the closest possible view.







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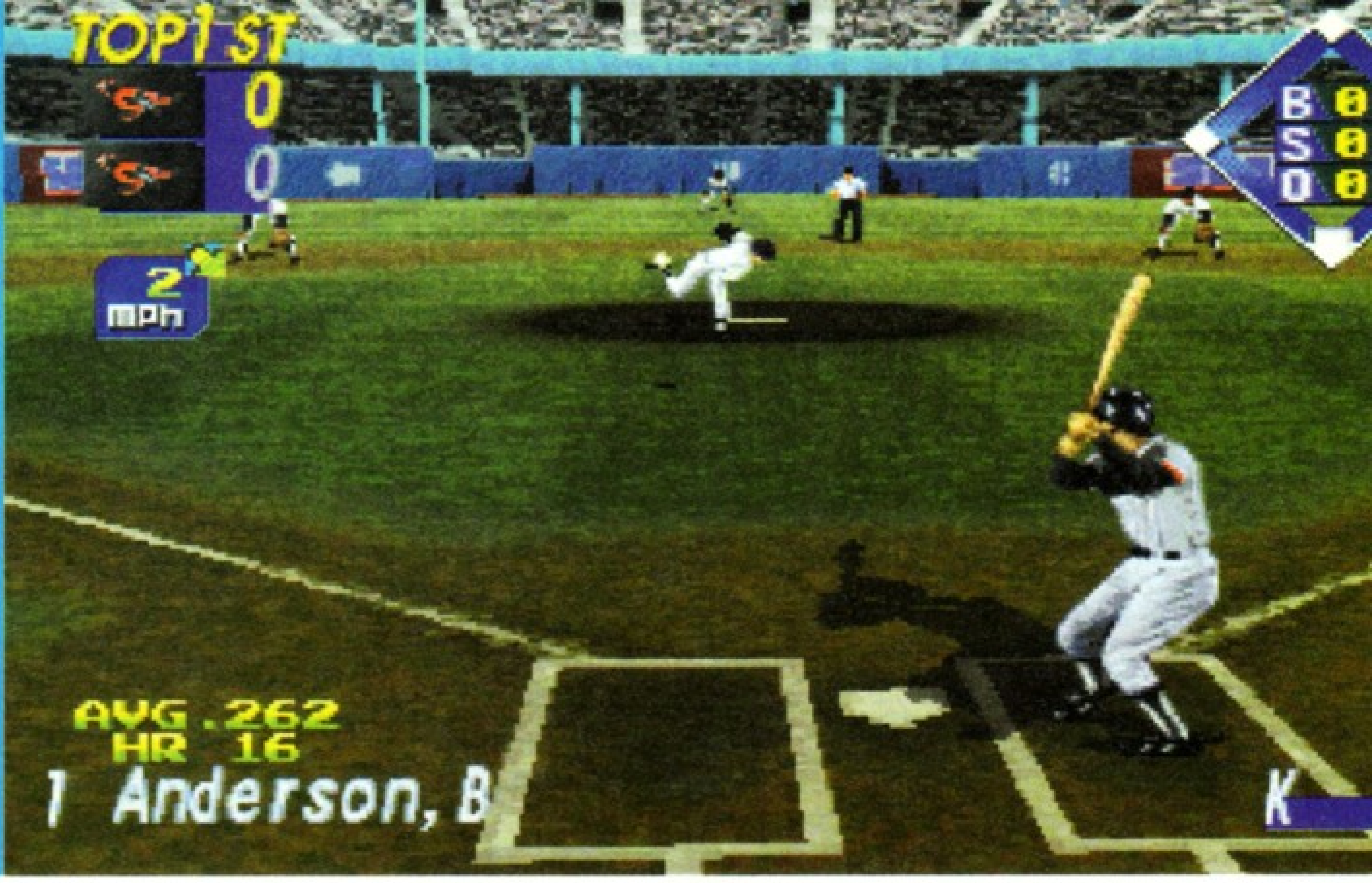
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WORLD SERIES BASEBALL 2

Second strike or home run?



PUBLISHER	GAME STYLE	RELEASE DATE
SEGA	Baseball	Very soon
ORIGIN	Follow up to top-selling US title	
IT'S A BIT LIKE	The usual baseball sim with some nice trimmings	

Any one who got our first demo disc way back when will have played a bit of baseball Saturn style. The first game was a very slick, highly addictive affair - it had a limited release over here, but it was huge in the States and deservedly so. In fact, it was so successful that Sega of America immediately commissioned a sequel. And here are some pictures of it.

The thing with Baseball is, of course, that just about every console reproduction of it is nigh-on identical to all of the others. You get the same 3D viewpoints, the same control method. All that seems to distinguish it is the different options. This new version follows the same formula, but the options are superb and although the gameplay is very familiar, the trimmings are most impressive.

> **"This new version follows the same formula, but the options are superb and the trimmings are most impressive."**

You get a nice choice of stadia to run about on, you get some excellent 3D textured visuals. You even get some excellent changes of weather to savour, along with night and day play. Marvellous stuff. In addition, the sound is superb too. The inevitable commentary makes its presence felt, only this time you get an announcer to (who frequently interrupts the commentary - two people speaking at once is a first for the Saturn).

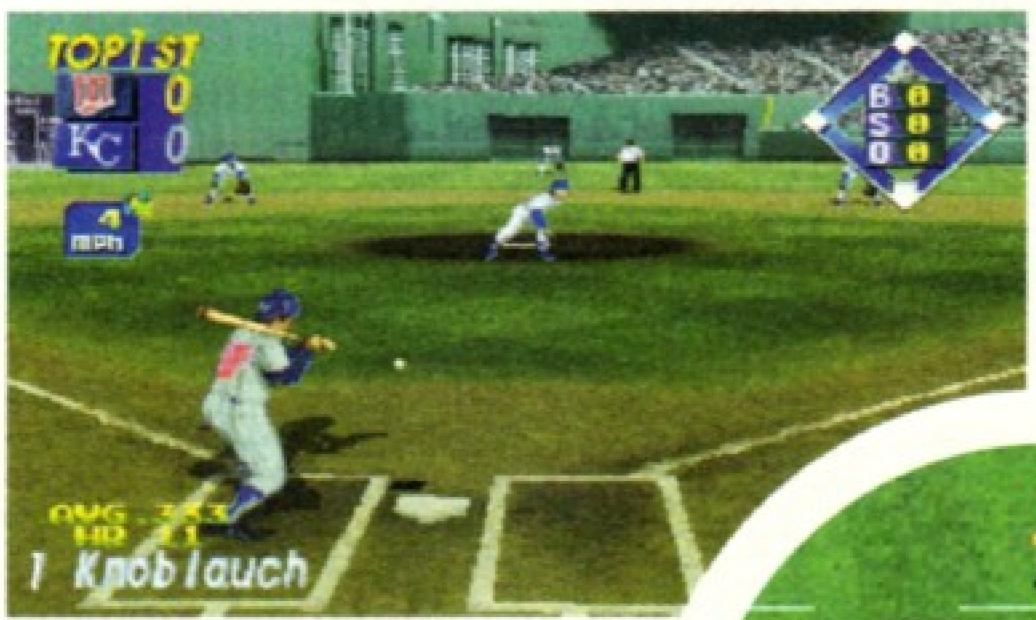
The game is nigh-on complete and could even be in the shops by the time you read this. We'll have a full review in the next fine edition of Sega Saturn Magazine. If you do see it before the review, we'll say that it is quite possibly the best baseball simulation ever made - in fact, its only limitations lie in the sport itself and how it can be represented on console.



The view switches to the appropriate part of the pitch.



A variety of different stadia are available to choose from.



Another good thing about this baseball game is the different ground conditions. The ground looks like being a bit on the rough side really.





It's that traditional baseball simulation view as you step up to bat. Once you hit the ball, the camera zooms out to show the entire pitch.



Hit the ball behind the line and this is the kind of scene that is bound to greet you. The dynamic camera angles employed in the game are very good.





Once three "outs" have been called, the players swap from batting to pitching and vice-versa. As the picture above sort of shows.



YOU... LOOK JUST LIKE ME!

From the very dawn of time, videogame representations of baseball have seemed extremely similar indeed. The same viewpoints, the same control method, the same everything. So in what way is this offering new? Well, the 3D-ness of it all is most impressive, as is the player animations. Also, the control method is significantly more advanced and easier to get the hang of. You also benefit from some "freak" occurrences such as the ball striking the batter on the head, knocking him unconscious!



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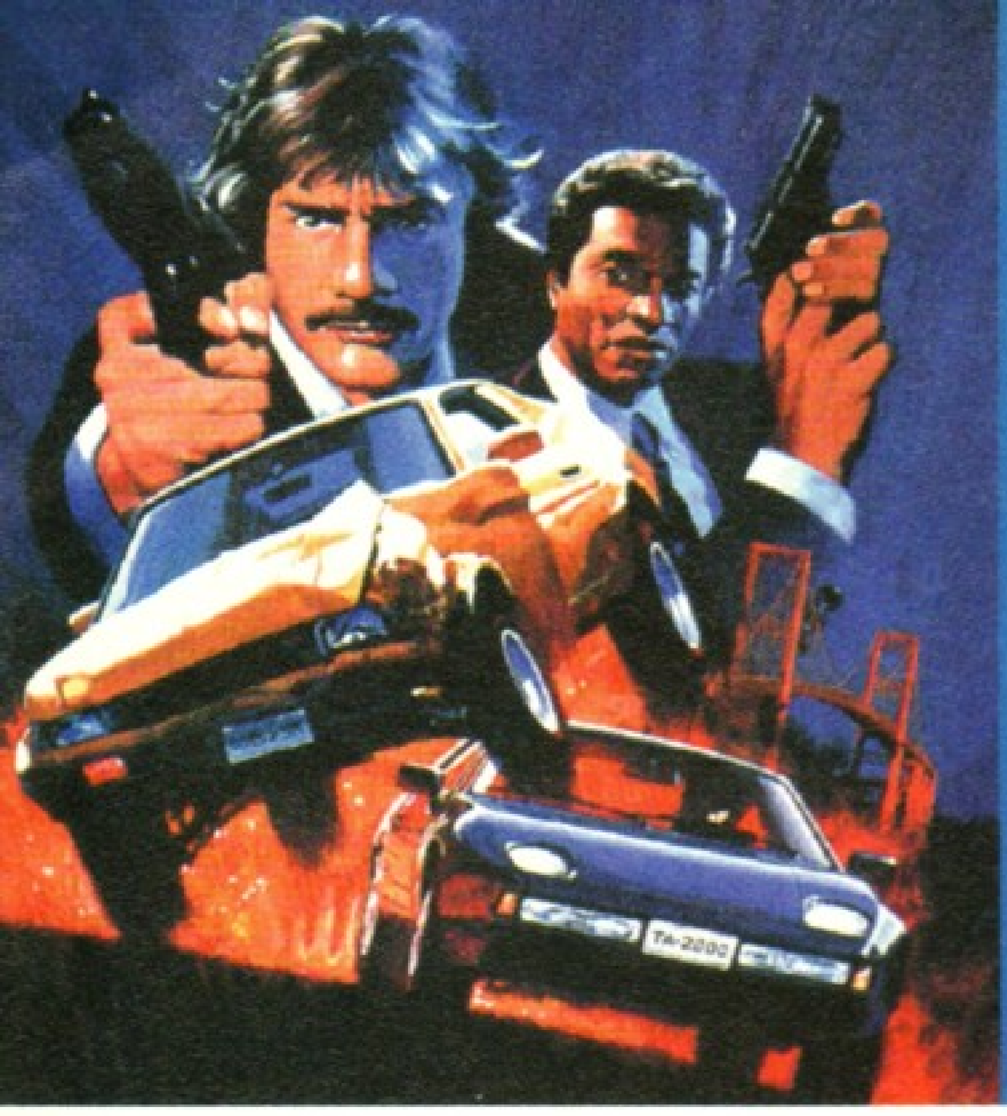
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TAITO CHASE H.Q PLUS S.C.I.



SPECIAL CRIMINAL INVESTIGATION

Traffic cops take it to the bad guys!

PUBLISHER	GAME STYLE	RELEASE DATE
Taito	Racing and ramming.	Import
ORIGIN	The arcade game.	
ITS A BIT LIKE	A mixture of Road Rash and Outrun in the retro stylee!.	

Most people's image of traffic cops tends to revolve around a bloke sporting a pair of white gloves, waving his hands about like some kind of cheesy acid rave casualty. But there's far more to it than that, as Chase H.Q. and it's illustrious sequel S.C.I. (Special Criminal Investigation) will testify. Much of the time, the upstanding folks in this public service have the responsibility of chasing down the dirty crims with the help of some very fast and sexy cars.

Both Chase H.Q. and S.C.I. are included in this bumper double pack, joining the likes of Sega Ages and Irem Arcade Classics as a CD with more than one game on it. The Sherlock Holmes contingent can probably realise why as well – yep, what we're looking at here is another retro style assault on the Saturn, this time from Taito.

> "Both Chase H.Q. and S.C.I. are included in this bumper double pack, joining the likes of Sega Ages and Irem Arcade Classics as a CD with more than one game on it."

Originally, both these games were popular at the arcade, creating a bit of a cult following in their time, and both of them share characteristics with Sega's much adored Outrun. The difference is of course that rather than racing for the hell of it, there's a suspect whose tail you're on. Once you catch up with them, barging trucks and cars out of the way as you go, it's the simple task of ramming their perpetrating ass off the road and throwing the cuffs on.

In the sequel, S.C.I., things get a bit more elaborate with more enemies and the chance to make use of a gun rather than simply a spot of car barging. Essentially though, both titles follow the same idea, with lots of windy courses through the city and the country, and plenty of other cars to nonchalantly barge off the road.

At the moment, Chase H.Q. is only available on import, and subsequently pretty expensive. However, the chances are it's going to get an official release. But whatever happens, we'll be reviewing it next month.



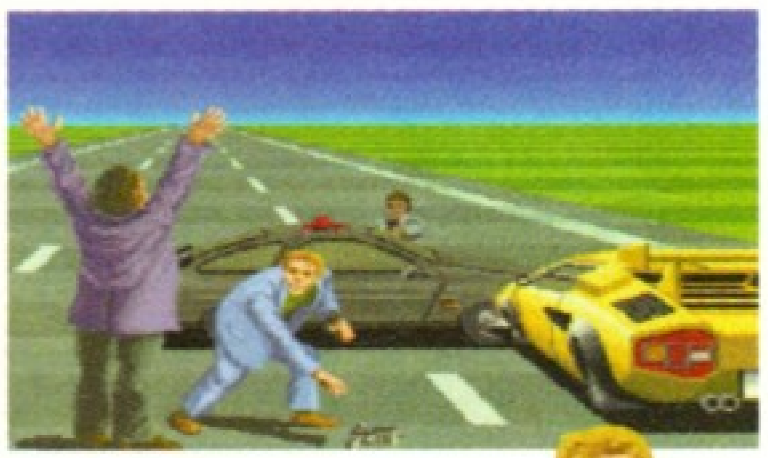
That's right sucker! You thought you were the smart guy huh? Well you're gonna get smart with fifty years in the slammer to think it over!















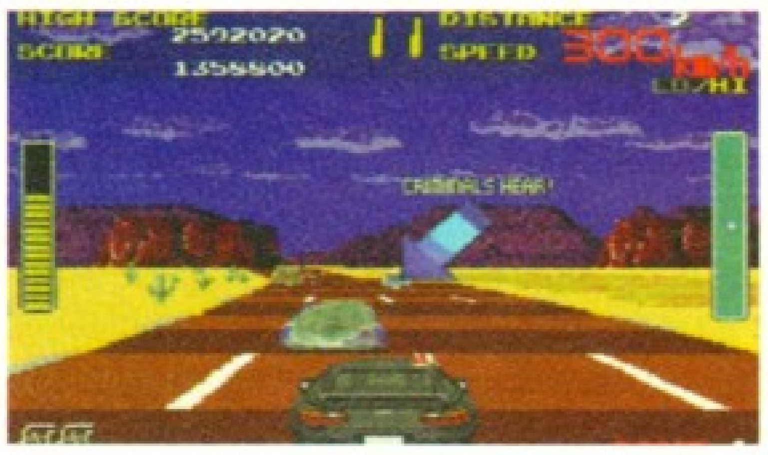
As a traffic cop you get to drive a flash car.

ALWAYS ORDER CHASERS



In both Chase H.Q. and S.C.I. there are five missions in all, each of them involving a new and more cunning driver. To make things a bit more thrilling, each mission involves a timer which clocks down as you pursue your target. Fortunately, you also have access to a booster which gives your car a sudden burst of acceleration and then recharges, so you can whip past those sluggish civilian drivers.









32 BIT YOU SAY?

Yes, we know what you're thinking – this looks like a far cry from a 32 bit game, which in terms of the Saturn means it has to go under the official title of 'retro'. But retro from where exactly? If you're a long time arcade fan you could answer this one because both Chase H.Q. and its sequel, S.C.I. appeared on coin-op. Those of you who at one time in your unfortunate lives owned a Master System could also point out that S.C.I. turned up here as well. You'll also be familiar with how bad it was of course.













AND THE DIFFERENCE IS...

Coming as a bumper double pack with both Chase H.Q. and S.C.I. tucked onto its shiny disc surface, you probably be wanting to know what's different about each game. The sequel's main improvement is that now you go bombing about the streets with a buddy who pops up from your top-down convertible (either that or he ruptures his skull getting through the roof) to shoot at the escaping crims. This involves a cross-hair which flashes red when you're on target. The sequel also has more in the way of action, with henchmen on motorbikes doing their damndest to obstruct your pursuit.

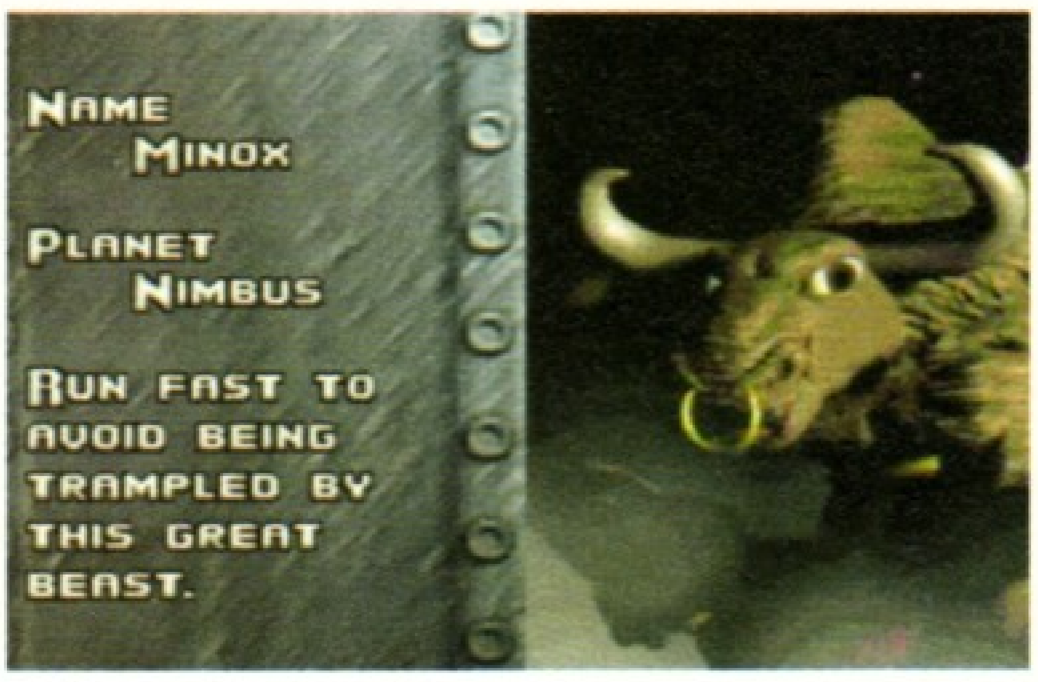


Grid Runner

Flag collectors of the world unite!

PUBLISHER	GAME STYLE	RELEASE DATE
Virgin	Puzzle/Action	October/November
ORIGIN	An eclectic assortment of puzzle games I suppose.	
ITS A BIT LIKE	Puzzle games throughout the world.	







(Above) This shot is taken from the very elaborate and psychedelic intro sequence. One is propelled through it...

When man first ascended into the heavens, crafted in the heroic shape of Yuri Gagarin, he had little idea of what to expect. Would he see God staring back behind a blanket of stars? Might the universe dissolve, the planets coiling like serpents through the nervous system, milky ways weaving through every strand of DNA? Would he be greeted by alien life?

As it turned out it was none of these, but that shouldn't stop us from letting our imaginations roam excitedly into space. Virgin's Grid Runner sees it like this: when Earthlings have reached the state of development where going into space is like a trip to the local newsagents, they pass the time with fellow space travellers playing a dangerous game involving grids, guns, a range of power-ups and some childhood nostalgia.

> **"As they move victoriously on to further games their opponents get faster and more cunning, as do the grids on which the battle takes place."**

The player starts off by facing a really easy opponent like Krosh, a slow and cumbersome android. But Essentially, Grid Runner is a mixture of tag and run outs, proving that alien types the universe over spent their formative years in the playground. Players run around the grids looking for flags. The first player to any flag changes it to their colour and is in control, with the opportunity to chase after more flags. It's then up to their opponent to tag them before they get to them. If they manage this, the opportunity to collect flags passes on to the other player and their opponent now has to try and tag after them. It might sound complicated but it's quite literally child's play – with guns and magic of course. The victor of a match is the player who collects the required number of flags.

A game like this can go on for hours if you've got two well matched competitors, entailing some really quick thinking if you're going to exploit the characteristics of each grid. You'll also need a pretty good sense of direction to remember where particular flags are and the easiest routes to them.

Grid Runner is shaping up into a pretty fast and exciting game. Obviously we haven't given it the full Saturn Mag work out yet which involves lots of strenuous hours staring beady eyed at the screen, but by next month we'll have this one tucked away in our review bag.

THE GRID

A game wouldn't be called Grid Runner unless it had a few grids in it now would it. These grids have some pretty strange elements to them mind. To begin with there are arrows which, when a grid runner moves over them, send them speeding in the direction they are pointing. Competitors can also use their magic to create block bridges which give them access to more flags.

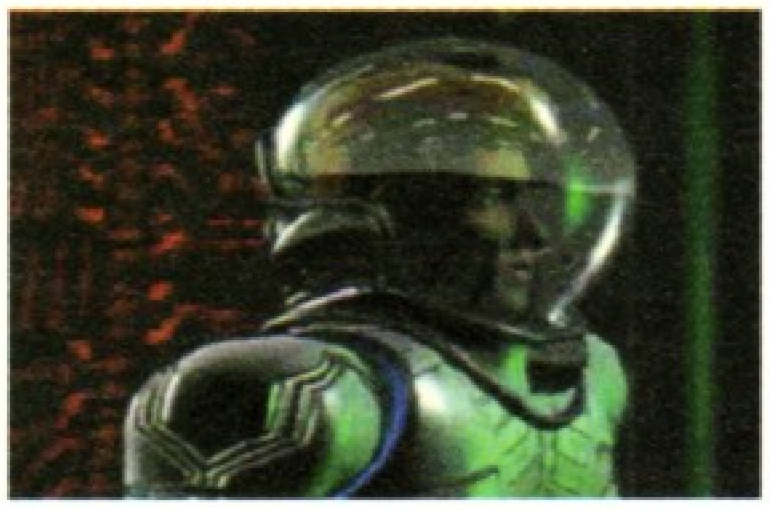


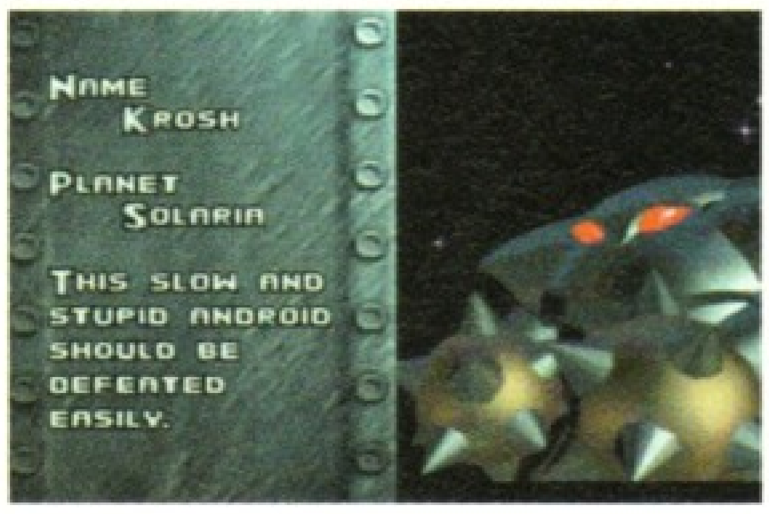


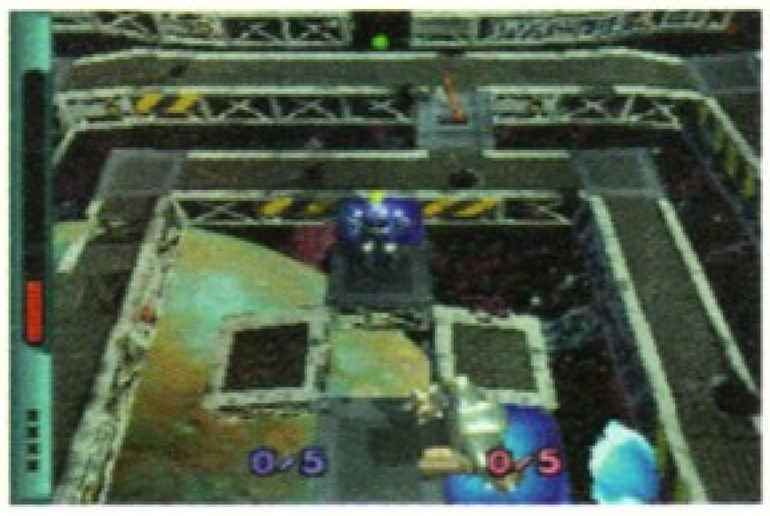


(Above) When the arrows are stepped on, they explode sending the player blasting off in the direction they're pointing. It's important you remember where these are, as they act like traps if you are attempting to go in the opposite direction.









THREE COLOURS

You'll notice on the screen shots that there are red, green and blue spheres dotted about the place. You'll want to pick up as many of these as possible, because they improve your magic, speed and agility respectively. There are also hour glass icons which each provide you with five seconds of a bonus round where more magic, speed and agility power-ups are on offer. Maintaining a decent bundle of these pick-ups is essential to match the opponents you'll face on the later levels.



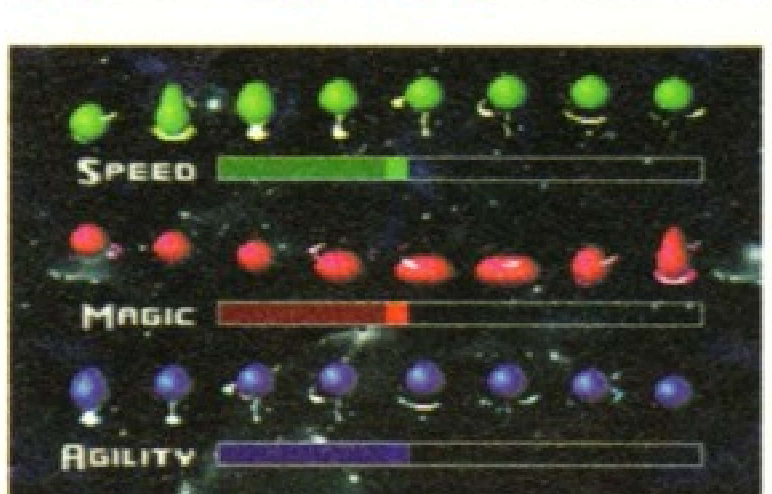






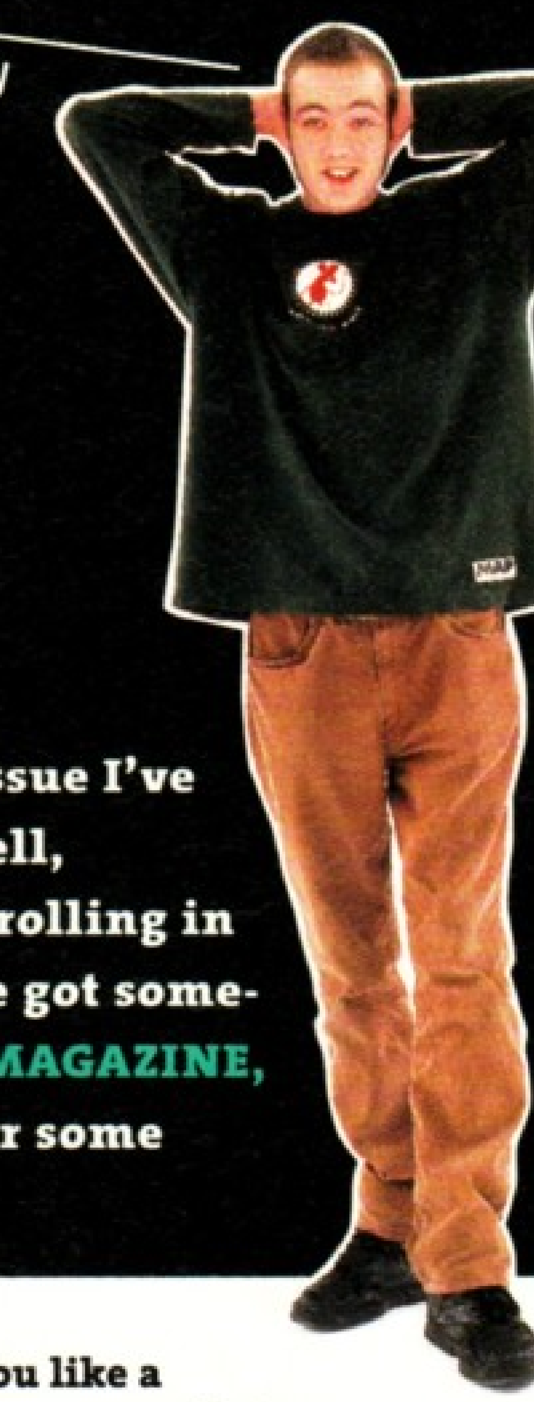
(Above) Our grid running pair are a real couple, doing all their space activities together. (Right) Here we see one of the grids in effect. If you want to bridge gaps, some quick use of your magical ability will enable you to lay a blue square which you can then walk across. (Below) 60 seconds in the bonus round!





(Left) This is the display showing just how much speed, magic and agility you've acquired. It should go up consistently if you want to stand a chance against the more highly motivated grid runners who dominate later levels. Bonus rounds give you the chance build up your power-ups.

Hello, I'm RAD and my armpits are deadly weapons!



letters

Morning readers. Rad here, and boy am I thirsty. Thirsty for BLOOD. Yes, that's right, since last month's issue I've been possessed by a demon zombie, and have joined the ranks of the undead. It's not a bad life, really. Well, unlife. There's a bit of stalking the streets after the witching hour, the odd smidgen of moaning and eye-rolling in graveyards – but other than that it's business as usual. So that means I still want to her from you if you've got something to say about the Saturn or our magazine. Write to DEATH COMES RIPPING MAILBAG, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. We might give you a prize, like an eyeball or some ectoplasm or something.

DON'T TRY THIS HOME

HELLO SSM,

Congrats on a top mag and all that. A few tips for us Brits who own the best console on the market. To get a slightly faster game of VF2 first play a game on slow mode then switch back. not a great difference I know, but it's there. Next instead of complaining about PAL TV borders do something about it. This is easily done. Simply remove the back of your telly, you will see a circuit board separate from the main workings (usually vertical opposite aerial input). There are some small screws that adjust the width and height of the visible screen – alternatively get a bloke in. It takes about two minutes and shouldn't cost more than a fiver but I'm not sure as I did it myself. Do not attempt this if you value your life, electricity hurts children's fingers and makes your willy shrink. TVs have capacitors in them to store power so are extremely dangerous even when unplugged).

Phew, after that disclaimer I'm off. Please feel free to amend this letter as I'm insane and don't want any trouble.

Lord Liam Daly, Crosshills, Yorks.

Why waste your money on sleeping pills when Liam here has found a sure-fire way of killing yourself for nowt? Be warned, our frail chums – the human body is famous for its lack of resistance to many forces of nature. Electricity is one of these. Get a bloke in to fiddle with your screws if you must, but remember you'll lose about 10% of your normal TV picture to fill your Saturn screen.



This is Panzer Dragoon Zwei. Someone must have mentioned it in their letter for it to be here, but I'm not sure who. Well done, anyway. whoever you are.

THEY'LL TAKE YOU FOR EVERY PENNY

HELLO SSM,

Prices! .... Everybody keeps moaning about prices. Ultra 64 games from £60, Saturn and PlayStation games from £50, even Toy Story on the SNES costs a fortune, yes?

NO, if you have money to burn buying from high street retailers then more fool you, the Dixons and Boutiques of this world will take you for every penny you have and you deserve it.

Surely my town is not the only one with a market and stores that sell second-hand and new titles at greatly reduced prices. I recently bought Panzer Dragoon 2 for £30 new and Baku Baku for £22 new also. The second-hand titles are even titles are even cheaper and I have never had one problem with them, or know of anyone who has.

Also, if you get fed up with it, for a couple of quid you can swap it for another one at the same price, that's a bargain in my book.

The message is simple, if you don't like what they charge then don't shop there. If enough people give these shops the cold shoulder maybe they will even drop their prices.

Cheers,

V Jackson, Bircotes, Doncaster.

PS Round our end you can pick up a SNES with Mario Kart and two pads for £25, I reckon that's the cheapest in the country. Prove me wrong and I'll buy you a pint.

Readers! Would you like a pint? Well if you can prove that you can buy a new SNES etc for less than £25 we'll pass your address on to Mr Jackson, and he'll come over and buy you one. By the way, if you're trying to save money, don't buy your games off that dodgy bloke in the pub. He's no good.



COME ON SEGA, TURN US ON

DEAR SSM,

In answer to your question in issue 10, yes I do think that Sega should advertise VF2 on the telly, alongside Rally, Panzer Zwei and other top notch Saturn games. I have two mates who are contemplating buying a super console and they keep mentioning the bloomin' PlayStation. The thing is Sony's ads have brainwashed people, even though I know and Sega know what ace Saturn games are out on Saturn, and the best is yet to come! I can't understand why Sega haven't done more telly ads. Surely for a small investment (for Sega anyway) they know they could really turn things around. Imagine a really top notch telly ad showing the Saturn's power and quality of Sega-only games. And of course mentioning Saturn will get most of the PS games also, it would really blow peoples' minds. Come on Sega – go for it!!!! Can you at SSM influence them? It's as though UK gamers aren't as important as, say, Japanese where Saturn is top dog, but we are. We love our machines and want it to succeed! Come on Sega, turn us on, and a few other blighters with £200 to blow!

Cheers,

Rob Woodhouse, Belper, Derbyshire

Thing is, Rob, that TV advertising is an expensive business, and before splashing out the necessary a company has to be sure the campaign will at least make them their money back, It's a profit-type thing, y'see. Mind you, that's why Atari never advertised, and look what happened to them. Hurry, Sega! Hurry!

STILL HASN'T SEEN A GIRL

TO ALL THE LOVELY PEOPLE OF SSM,

Oi! Listen to me, 'cause I have just come up with another exclusive idea following the Console Babe of the Year competition (which you rudely titled "I Have Never Seen a Girl" in issue 10).

Dural is not just there for the sake of being in a game. She wants to be in a "Dress Up Dural" competition. Personally, I think she would suit a Scottish kilt and a blue T-shirt with a picture of Winnie the Pooh. But you could get the whole of Britain (Ireland as well) to draw and send in "My Kind of Clothes I Think Dural Would Fit". What do you think? I think it's the second best idea in the world, following the Babe of the Year competition. See you old chums of SSM.

EC Penguin, N Ireland.

Rad photo by David Titlow.

Actually, that's not a bad idea. Come on readers, we're offering a free copy of SSM to whoever comes up with the best idea for dressing Dural. We want pictures, mind – our imaginations aren't what they used to be thanks to all this playing of games. By the way EC, you might be interested in the next unfortunate missive...



Sad readers! Please don't bother us anymore with your "console babes" rubbish.

I TOO HAVE NEVER SEEN A GIRL

DEAR SSM,

I must agree with EC Penguin from N Ireland in issue 10. I agree with his great idea of having a Console Babe of the Year. The only thing I don't agree with is Sarah of Virtua Fighter. I know she is nice but not as nice as Chun-Li of Street Fighter Alpha. Think of her as the mega babe of the game to be. Consider the gauntlet to be thrown down. Whoever challenges Chun-Li come forward.

Mega Chun-Li Fan, No address.

No no no, you sad man. They're not real, none of them. Except that lass from out of Tomb Raider. She's lovely.

WE DID THIS THREE TIMES IN ONE WEEK

DEAR SSM,

I have thought long and hard about this, and have come to the conclusion to drop you a line or two. Firstly, I too have had several different computer games machines and also believe in moving with the times.

I had the SNES and 30 games – quite a number! At least I think so. And I decided to upgrade to the next computer I liked. Everybody was saying "PlayStation" but I decided to go my own way and get the Saturn, with no regrets, except –

I had it for under a week when it decided to bugger up. Or so the shop where I bought it and two other stores thought the same. The answer was "We will exchange the Saturn no prob.". We did this three times in one week (a lot of mucking about). Finally I took the Saturn game which played up into the shop where I got the Saturn. No problem with the game, was the answer. Until we realised that my Saturn is PAL and the one in the shop is imported, with an in-built convertor. The game had a fault in it and no shop here knew about it except Sega Saturn in Brisbane. A lot of unnecessary running around.

I ended up ringing Sega in Sydney and sorted it out with a nice lady named Michelle Bell. Despite all of this stuffing around I am still a proud owner of a Sega Saturn.

Thank you for taking the time to read my letter, and maybe you could print it as a thank you to Sega in Sydney. Especially a big thank you to Michelle Bell who took the time and effort to settle this unfortunate hassle. I also hope that Myst will have the fault fixed and ready to sell a copy which works A1.

Thanking you kindly,

Martnia Limbach, Brisbane, Queensland, Australia.

PS Is there any way that we can have this great mag in the same month it actually gets out? The latest issue I have is issue 6.

So, you bought an import game and it didn't work on your official system, is that what you're saying? And you took your Saturn back five times because of that? And the shops actually went along with that? Blimey, what a saga. It's almost like one of those soap operas your culture is so expert at producing. Still, being soft-hearted (and headed) we're printing your letter so you can cut it out and send it to Michelle Bell with a love poem. If she's that nice I think you should marry her.

I WANT PERFECT OLD GAMES

DEAR SSM,

After reading last month's arcade winners pages it took me back to my youth sprinting down to the local arcade and spending a week's pocket money in less than an hour. Back in the mid-80s computers (compared to today's machines) were pretty basic. I owned a C64 and conversions of these arcade classics weren't very good. This is where the Saturn comes in. This machine has far more capabilities and conversions onto the Saturn are mindblowing in comparison. Just look at VF2 and Sega Rally.

You at SSM are our mouthpiece and we need you to pressurise Sega into getting these games released. I understand OutRun and Afterburner are being released in Japan, so why are we being left out?

People who don't remember these games probably think who cares if we have these games or not, but without the likes of OutRun we wouldn't have Sega Rally. I also think that OutRun is probably the only game that can seriously challenge the likes of Sega Rally, Daytona and Wipeout!

Mark Andrews, Stourbridge, W Mids.

Calm yourself, Marky – we're not being left out. OutRun and Afterburner are scheduled for release in Europe this year. Plus Sega seem set on updating loads of their favourite old games. I'd love to see new versions of stuff like ESWAT and Alien Syndrome and all the other games I used to like back when arcades were hives of glue-sniffing my mum would never let me go in.

WELL LOOK WHO'S BACK

DEAR SEGA MAG,

Well look who's back. Me! For the first time in years I'll get right to the point. Many years ago, when games were basically linear left-to-right platformers, I wandered in to Dixons to see why a crowd had gathered around the screens. What I saw was the most amazing game I'd ever seen up till then. The speed was unbelievable, the graphics too good to believe the music was unique and created some of the best atmosphere ever, yet to be equalled in my opinion. Yes, it was Sonic. And when I played it, I was completely unprepared for such freedom of movement and feeling of involvement. Basically, it was totally original and the sequels didn't even manage to recreate he atmosphere that the original Sonic gave.

Now, in '96, it seemed as though such a huge leap forward in originality and sheer innovative thinking would never happen again, as every alley had been thoroughly explored. Well trust the Sonic Team to blow away the boundaries again! It looks like we're in for something that is as far advanced over current games as the first Sonic game was over the ESWATs and Altered Beasts of yesteryear. I'm talking about NiGHTS, and I'm looking forward to the biggest step forward that we've seen in years. Total freedom of flight over the entire game! It's something I've wondered about for years, well before the Megadrive was even thought of, and something that has never been used to full effect before.. For most people, no game has delivered as much impact as the first time they played Sonic. Those who remember burning through their first loop at full speed will know what I mean. I think NiGHTS may actually bring back that unique atmosphere, and if it does then no-one will be able to compare. It's the stuff dreams are made of!

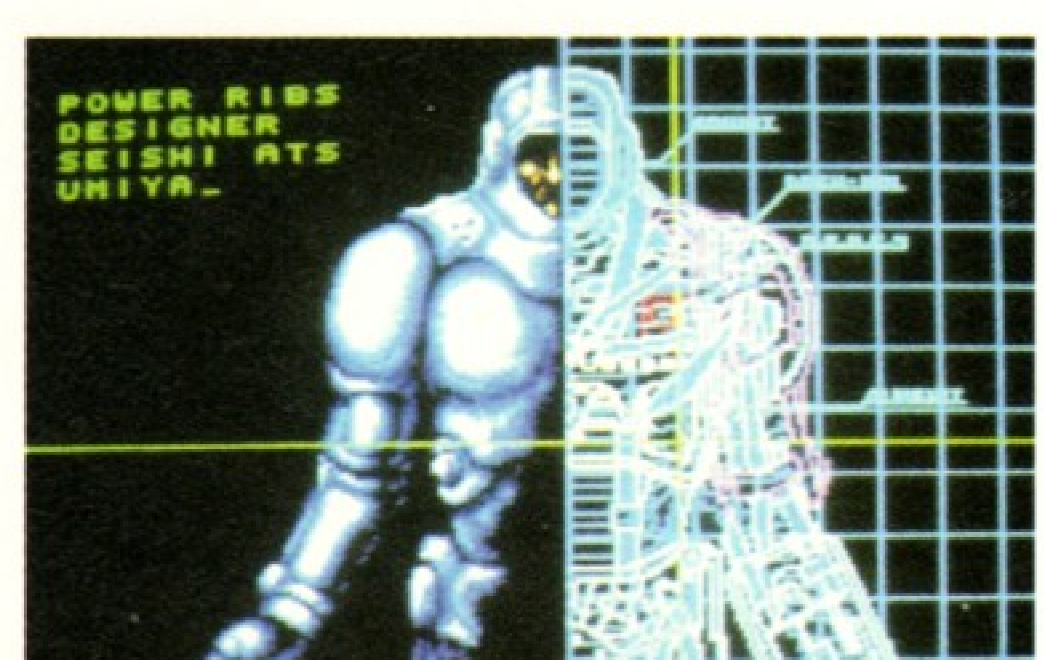
Sayonara, Kodomo!

Paul Johnson, My Presidential Palace, Skegness.

Yes, well... you'll have plenty of time to keep thinking about that concept, Paul, because it isn't exactly in NiGHTS. Still, you've got to have a dream, eh?



Paul Johnson has written to us yet again. He's a bit funny in the head, that one, I reckon. He keeps bothering us and getting all excited about everything. Well done Paul.



I used to love ESWAT on the Megadrive. The third level was set in a weird lab, and it was really creepy. Full of slime monsters, y'see. Eeh, they don't make 'em like that now.

Q&A

This page looks all-new and spanky. And the content has actually changed just a tad this month as well. Normally Sega's very own Mark Maslowicz does the question answering around here, but as of this month our new editor Rich adds his own words of wisdom on questions that particularly apply to him. So what does that mean? Better, more authoratitive answers, that's what. Now be off with you and get reading. Send all queries to GOD-LIKE GENIUS Q+A, Sega Saturn Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

I'VE BEEN PUZZLED FOR SOME TIME

Dear SSM,

Please do your best to answer my questions, as a few things have been puzzling me for some time. Cheers.

1. Are Team Streets of Rage working on a Saturn project at the moment?
2. Is Yuzo Koshiro becoming involved with Saturn development as the Saturn's Yamaha sound chip is so brilliant, imagine what amazing sounds he could produce?
3. Do you have any idea what Treasure are working on next for the Saturn?
4. Are Capcom going to use a ROM-Cart (as SNK did for KOF 95) to assist the Saturn for Marvel Super Heroes or is the technique SNK-only?
5. CVG seem pretty sceptical about the Saturn's ability to cope with the complex polygon structures in Quake. What do you reckon?
6. Finally, what frame rate is Virtua Cop 2 currently running at on Saturn?

Steven Brazier, Plymouth, Devon

1 and 2. Ancient (for 'tis their name) did the new Saturn Thor game and Mr Koshiro did the music. 3. All they will say is that it is an action game. 4. Capcom have said that such a system is in the works, but won't name a title. 5. You would need clever programmers to do it, but Exhumed shows it can be done. By the way, the polygon structures in Quake are very simple. It's all the lighting that slows everything down. 6. It's 30 frames a second, but far more detailed than Cop 1.



It would seem that the lust for Doom-style games like Exhumed and, er, Doom is insatiable with you lot.

MORE LINK-UP STUFF

Dear SSM,

Please print my letter as I have written thousands of letters and none have been printed.

1. In your Arcade Winners section you missed out Jurassic Park, Virtua Fighter 1, Alpine Racer, Alpine Surfer, Baku Baku Animal, Virtua Fighter Kids, X-Men, Virtua Striker, Bomberman World, Gunblade, R360, Sega Sports Fishing, Star Wars and Wing War. Do I get a prize?
2. Do you (not Yu Suzuki) reckon that the Saturn could handle VF3'[s graphics nearly as well as the arcade?
3. Why do you have rate all Bullfrog games at 90%?
4. Since everyone is complaining about the split-screen mode on Rally, why not have a link-up mode?
5. Will Alpine Racer come out for the Saturn?
6. If NiGHTS is the Game of the Year why did Sega Rally and VF2 get higher ratings?
7. How do you work out the scores in Out Now? For example, Johnny Bazookatone got 53% and 1 out of 5 in Out Now, but SF: The Movie got 49% and three stars...
8. Why has your letters page turned red?
9. Does NiGHTS compare to Mario 64? You sister mag CVG doesn't think so. Does VF2 compare to Tekken 2? Your other sister mag Maximum doesn't think so. Please be honest and would you think the same if perfect translations of Tekken 2 and Mario 64 appeared on Saturn?
10. Do you think the Saturn will survive Nintendo 64. Has the PlayStation or Saturn or Nintendo 64 sold the most?

Daniel Landes, Somewheresville.

1. Yes we missed out loads but no prize for you sir, for having the audacity to include Namco and Capcom titles in your list. 2. Obviously it won't be arcade perfect, but it will be much closer than most people believe possible. 3. Because they are good, although I wouldn't give Hi-Octane 90% (70% is closer). 4. Indeed, why not? A new version of Rally will soon be released in Japan that allows for modem play. 5. No. 6. Why indeed? All of them should have got 97%. 7. We'll sort that out shortly. 8. We ran out of white paper, but we've found some more now so it's white again. 9. It's all down to subjective opinion, but for the record, CVG's opinion is divided on Mario vs NiGHTS as was Maximum's opinion on VF2 versus Tekken. Please read those magazines more carefully in future. I was the editor of Maximum and personally I think that VF2 is far, far superior. Who invented the 3D fighting game anyway eh? 10. Saturn will do far more than just survive as our software line-up for this Christmas should prove. N64 will have a tough time in Europe, but most industry analysts expect N64 to harm Sony more than Sega. Currently Saturn and PlayStation are about even on a worldwide basis.

PROBING QUESTIONS

Dear SSM,

I've had a couple of things printed in your mag. Please print the answers to the following questions not because I like seeing my name in the mag but because I, like thousands of other Saturn owners, need to know.

1. When will we see the first pics of Daytona Remix?
2. I've heard that you can only access Juggernaut and Magneto in the Japanese version of X-Men and not the UK version? How do you get the cheat to work on the UK version?
3. When is the link-up cable coming out?
4. Will Manx TT Superbike support the cable?
5. When is Doom coming out? And will it support the link-up cable?
6. And finally, I read in one of your back issues that you only print Saturn shots in your mag, so how come (HORROR of HORRORS) on page 83 of issue 10 in your Olympic Soccer review there is clearly a PlayStation pad in one of the shots?

AJ Webber, Exeter.

1. See this issue, young man. 2. Capcom are being a bit cheeky. Not only is UK X-Men slow and letterboxed, they took out the coolest cheat! Capcom R&D say it was a mistake that Juggernaut (no Magneto) appeared in the Japanese version and presumably they rectified that "mistake". Boo! 3. Hopefully before Christmas. 4. Hopefully. 5. October time and by all accounts it DOES have link-up DeathMatch action! 6. The version of the game that US Gold sent us to review was actually the Saturn version. It was a fault of the programmers. Just don't ask about 3D Lemmings...

(I'M AFRAID!)

To SSM,

After reading one issue of CVG I got very worried indeed. There was all the usual reviews/previews about the Saturn but all the letters, editorial and stuff was about the NU64. I feel that we have already lost the console war here due to lack of advertisements. When the Nintendo 64 appears the word Saturn will mean nothing but the sixth planet from the sun. True, top quality games such as VF3 and Virtua Cop 2 will be released, but they wont be appreciated because everyone will be hyping Ms PacMan 64 or Tekken 12!

Yours sincerely (I'm afraid)

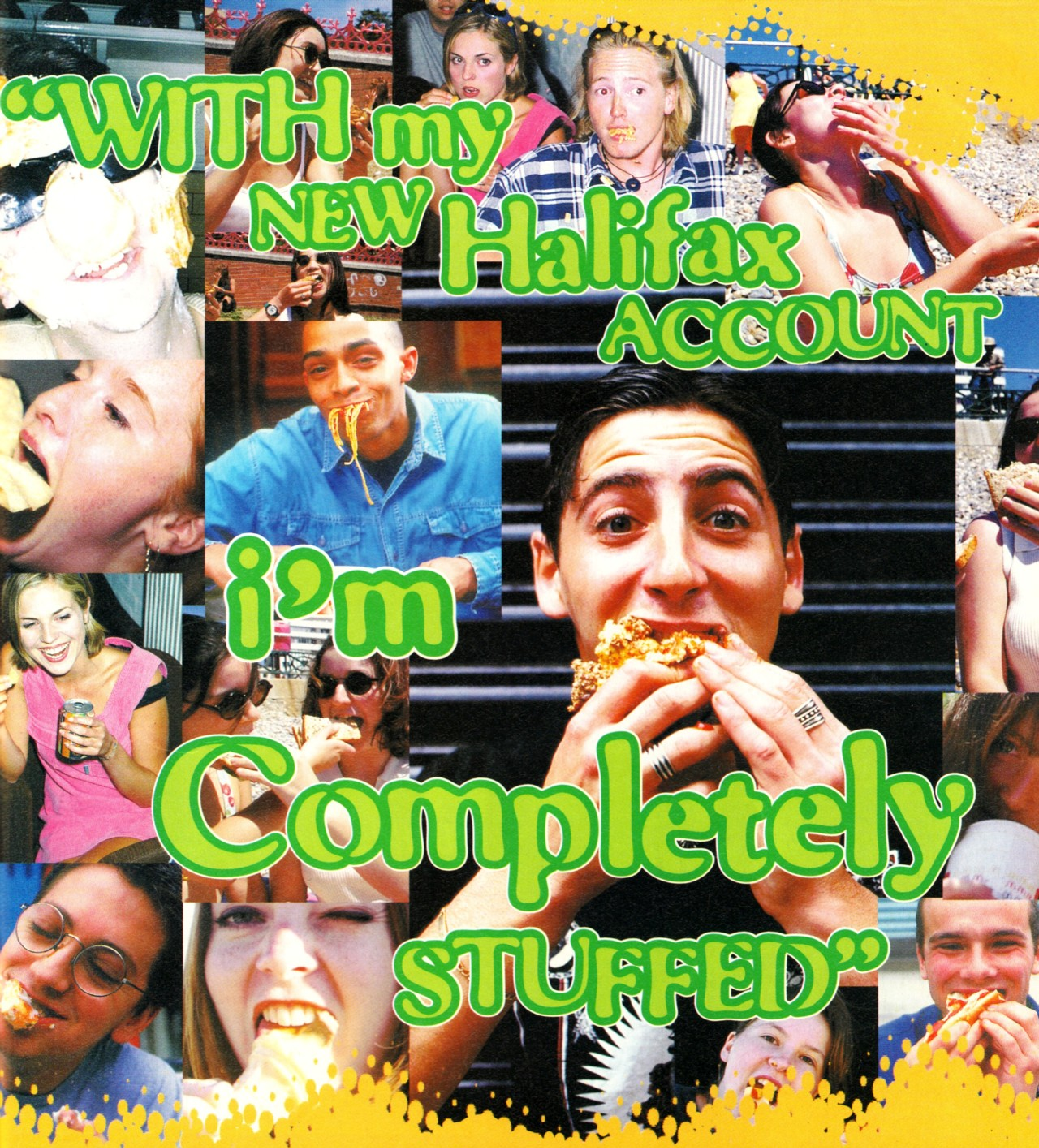
Mat England.

PS: When is Doom coming out?

Oh ye of little faith! N64 will not be out here until Easter and even when it eventually does appear it will have many problems in Europe for numerous reasons (which I won't get into here). Sega will be advertising heavily in the last quarter of this year when sales are at their best as is our software. Saturn will get the best software - both arcade and original titles. It's the opposition that are beginning to worry, not us! PS: There's more Doom this month.

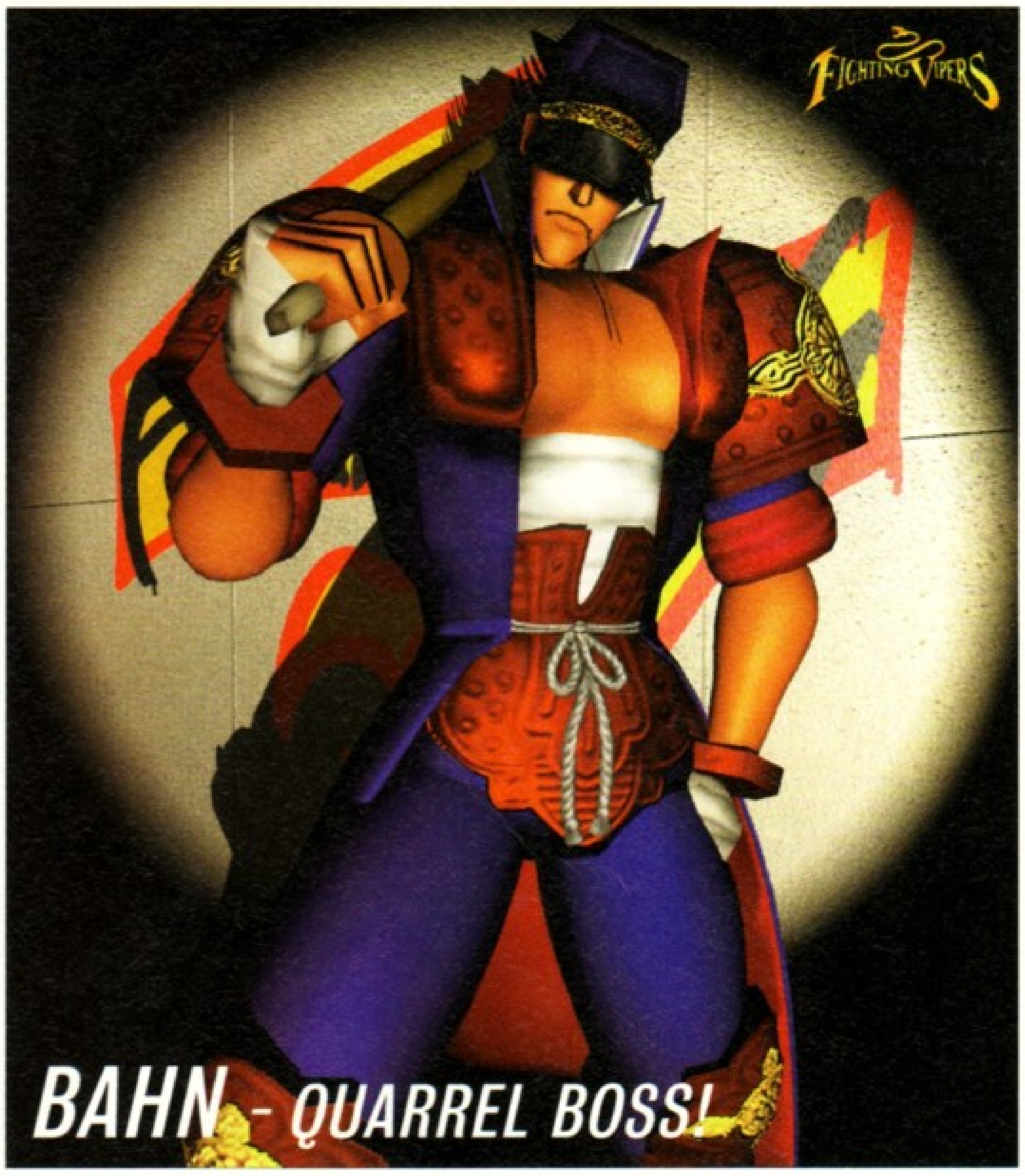


Virtua Cop 2. It's bloody excellent and should be a near perfect conversion.


"WITH my NEW Halifax ACCOUNT
i'm Completely STUFFED"

ULTIMATE VIPER

The waiting is almost over. Within weeks the UK version of Fighting Vipers should be on the shelves and take it from us: the game is bloody brilliant! This Showcase is the first of two which reveals the full depth of each character with their full biography and moves list. This gives you a big idea of just how excellent this new AM2 brawler really is...



In this month's edition of SEGA SATURN MAGAZINE, we've decided to deal with four of the eight Fighting Vipers. Detailed on these pages is everything you need to know about Bahn, Grace, Candy and Jane. Next month we'll conclude the activities with full coverage of Raxel, Picky, Sanman and Tokio.

Understanding the moves list is pretty straight forward. If the arrow is outline only (not filled in), it means you just tap that direction. If it's completely black, you hold the direction down for a moment. In the method section, there are some conditions for that particular move. WALL means you need to be near the wall, BACK means you need to be behind your foe. Oddly enough, AIR requires you to be in the air as you perform the move and DASH means you need to be running (tap the direction twice to initiate a dash). By that token, CROUCH and TOP OF WALL should be pretty obvious...

Now, enough of this foolishness - let the action begin!





Bahn doesn't have that many moves compared to others, but they're certainly powerful enough, with lots of potential for floating combinations too (above).



Age 17 ● **Sex** Male ● **Height** 185 cm ● **Weight** 88 kg
Speciality Big Stroke ● **Stage** Old Arm Stone City

A mysterious dark, brooding character, Bahn's appearance and apparently constricting clothing mask the true abilities of this deadly fighter. Bahn is an adaptable fighter who acknowledges that many different fighting arts have been put into the melting pot to form his own distinctive style (for example, he's learned Akira Yuki's dashing body check). Bahn arrives in Arm Stone City from overseas, seeking his father who deserted him and his mother at an early age. Blaming his unhappy childhood on his missing dad, Bahn is intent on tracking this character down and dealing him a hard blow. However, tracking him down may be quite difficult since Bahn has never even seen him before... Just like Jane, Bahn is a fighter who relies on his upper body strength and punching prowess for the majority of his moves and is considered by many to be the top candidate for winning the Fighting Vipers competition.



A P+G throw sends the other Bahn flying...



... Ricocheting off the fence!



Bahn's body check is super-powerful...



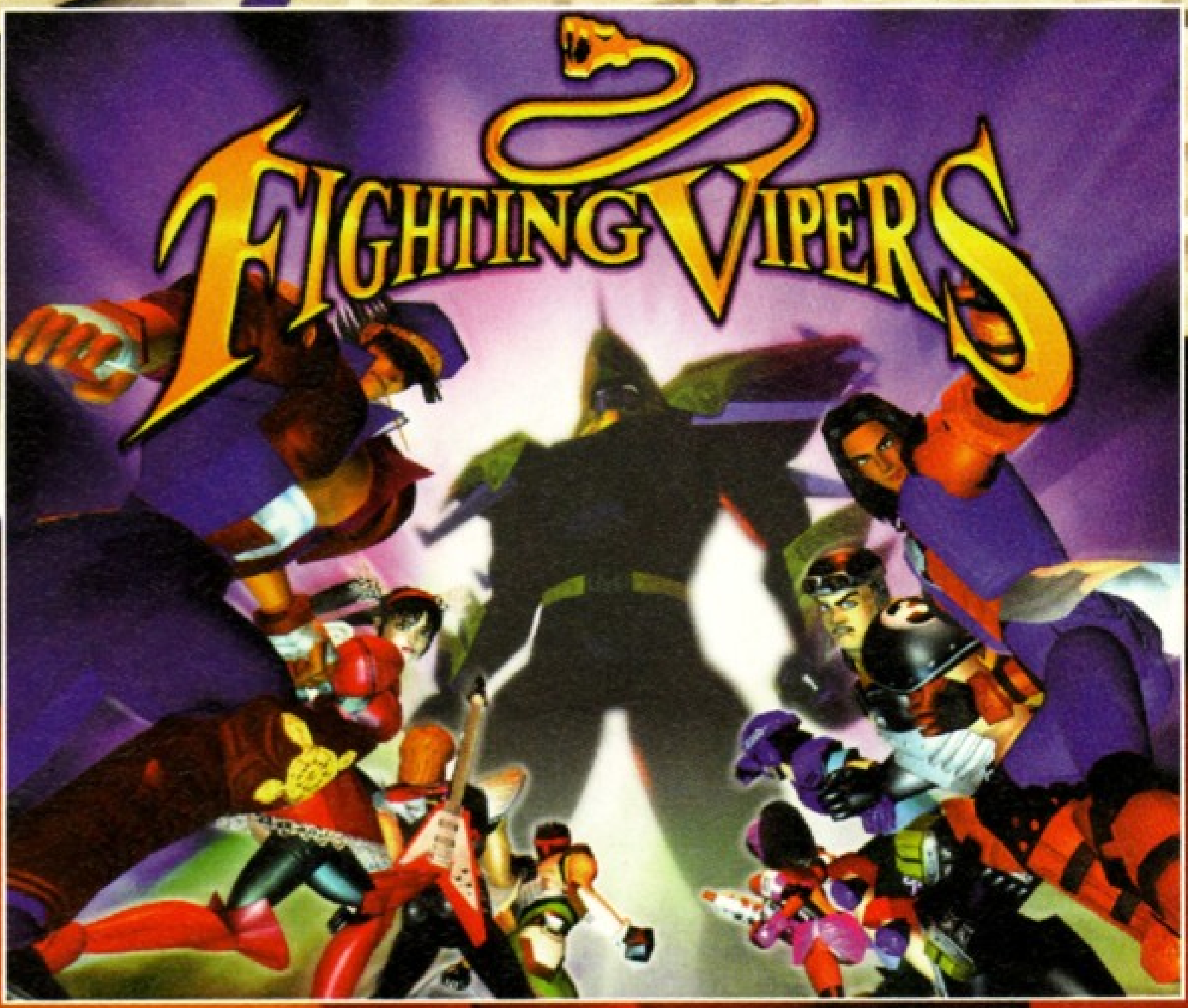
Finishing off his foe in spectacular style!

MOVES





Bahn has his own variant of the Dragon Punch, which can be linked straight into another.





Initiating a Power Counter on poor Grace...



... Sending her flying across the ring.



Bahn follows up with a trip throw...



... And gains extra damage while she's down.

TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
Jingi Gekitouha	⬀⬉P	L
Super Straight	➡+P	H
Body Check	⇦⇨⇨ P+K	M
Elbow & Body Check	⇨⇨ P ⇦⇨ P+K	MM

TECHNIQUE (STANDING)	METHOD	EFFECT
Kenkaka	⬉P	M Float
Sway Elbow	⇦⇨ P	M
Iron Elbow	⇨P	M
Dashing Elbow	⇨⇨P	M
Combo Elbow	⇨⇨P ⇨P	MM
Rising Uppercut	⇨⇩⬁P	M Float
Rising Upper Combo	⇨⇩⬁P ⇨⇩⬁P	MM Float
Yakuza Kick	⬁K	M Down
Hi-Kick	⇨⇨K	H
Head Attack	P+K+G	H
Bahn Flash	⇨⇦⇨⇦ P+K+G	M Take off Armor





Facing off against Jane, another simple to learn yet highly powerful Viper.



Bahn stands triumphant over a downed Raxel.





Floating combo power!

TECHNIQUE (THROWS)	METHOD	EFFECT
Wall Throw	P+G	Throw
Throw Down	⇦P+G	Throw
Head Butt	⇦⇨P+K+G	Throw
Atomic Drop	(Back)P+G	Throw

TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Guard & Elbow	⇦ P	H
Guard & Uppercut	⇦⬁⇩⬀P	M Float
Guard & Rising Upper	⇦⬁⇩⬀PP	M Float

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Stepping on	⇧ P	Down
Soccer Ball Kick	⇩K	Down
Punching Down	⇩PP	Down

TECHNIQUE WHEN RUNNING)	METHOD	EFFECT
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash & Body Check	(Dash)P+K	M
Dashing Knee	(Dash)K	M
Sliding Kick	(Dash)⇩ or ⬁K	L



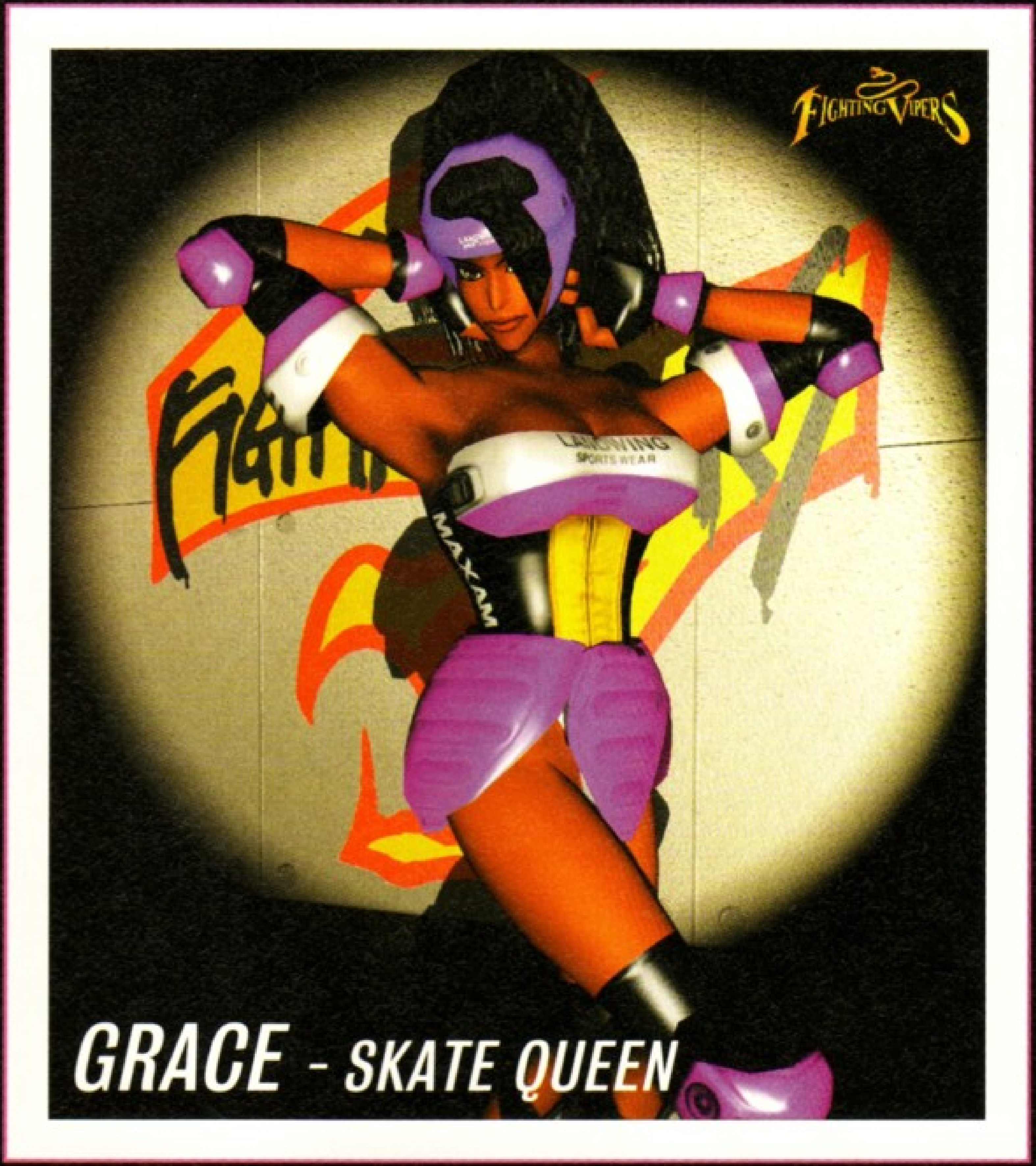
Hardly the fighting spirit eh?

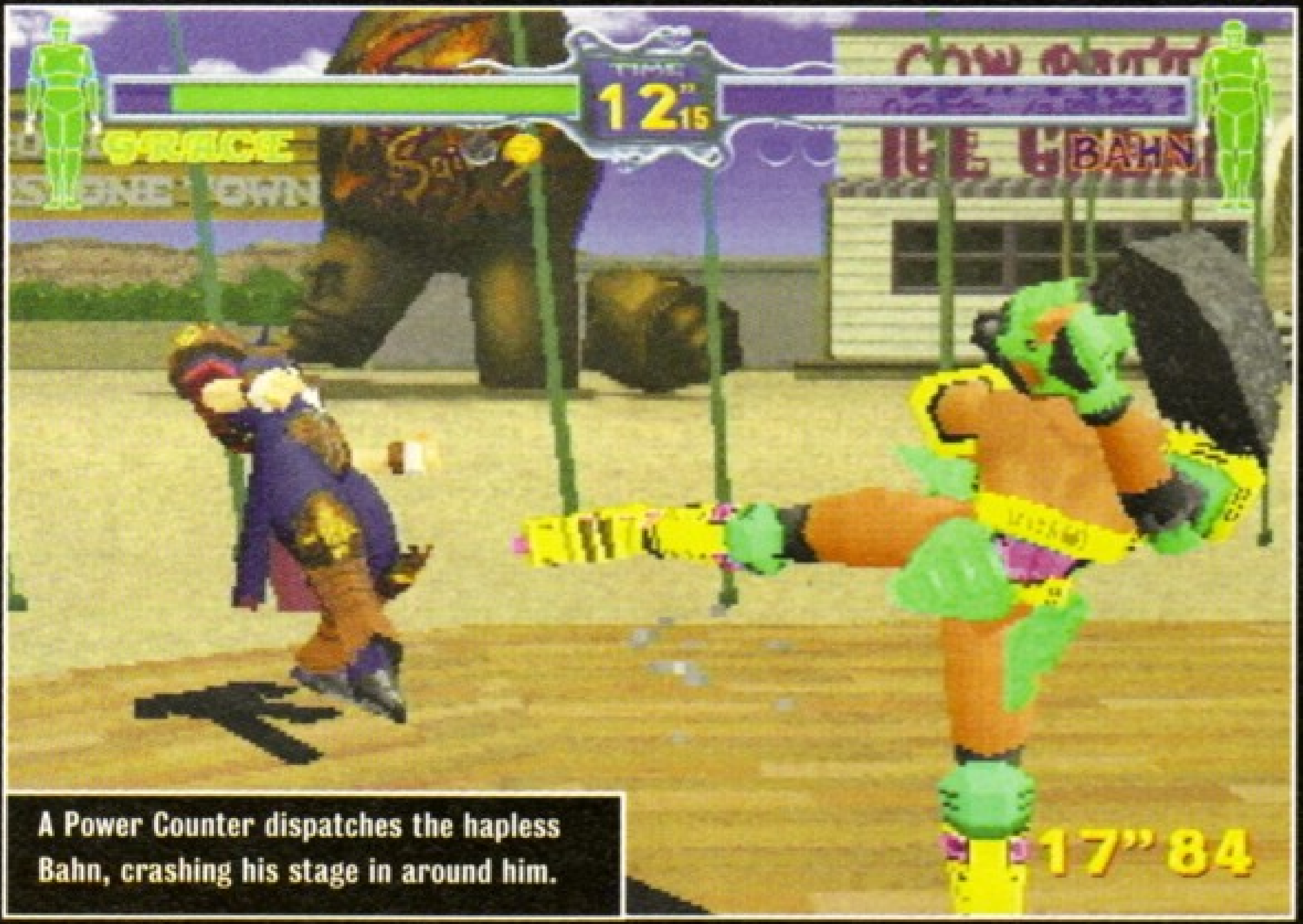
Bahn reels from a nifty Power Counter spank across the face.





She's lethal near the fence.





A Power Counter dispatches the hapless Bahn, crashing his stage in around him.



Age 19 ● **Sex** Female ● **Height** 178cm ● **Weight** 58 kg
Speciality Leg Combo ● **Stage** The Big Factory

One of the tallest fighters in the game, Grace specialises in leg based attacks - her lank figure giving her great range in that particular department. In her High School days, she desperately wanted to be a figure skater and showed great promise. Unfortunately, after suffering a great betrayal at the hands of her coach/boyfriend, Grace gave up on her ambitions. Like Picky, she found that the skills she had learned were ideal when it came to learning martial arts. Although seemingly cool, level-headed and intelligent, Grace draws on great anger as the basis for her fighting spirit. Although most definitely influenced by Sarah Bryant in relying on legwork and combinations, Grace has a great deal of new tricks up her sleeves, including some new kick combos and more damaging throws. However, she sticks to the Sarah tradition of being fast on her feet and extremely difficult for even experienced Vipers to overcome.





Grace is another character heavily reliant on stringing floating hits into her established combos.



Grace stands proud as another combo-based character (Tokio) eats concrete in spectacular style.



As said in the main box text above...



... Grace relies on the power of her legs...



... As this particularly simple combination...



... Shows quite nicely.



Like some others, Grace has a combination...



... Which begins from a couple of punches...



... Into a Power Counter, which is quite...



... Effective near a fence. As you can see.



Some of Grace's combination attacks differ in execution dependent on where you start...



.. Here, next to the fence you can smack your opponent around a bit ...



... And finish off the combo by grabbing your opponent by the scruff of the neck...



... And slamming them into the fence in quite a brutal fashion. Oooh.

TECHNIQUE (STANDING)	METHOD	EFFECT
Vulcan	⇩PP	HH
Vulcan	⬁PPP	HHH
Vulcan	⇦PPPP	HHHH
Vulcan Beat	PPPPP	HHHHH
Punch & Kick	PK	HH
Punch Crouch Spin	P⇩K	HL
Punch Double Kick	PKK	HHH
Low Punch & Kick	⇩PK	LL
Hi-Kick Straight	KP	HH
KP & Hi-Kick	KPK	HHH
KP & Double Kick	KPKK	HHHH
KP & Crouch Spin	KP⇩K	HHL
Double Kick	KK	HH
Vulcan Leg	KK	HHH
Camel Spin	⇩⬁KK	MM
Camel Spin Cutter	⬁KKK	MMM
Somersault Kick	⬂K	M
Front Roll Kick	⇧K	M
Jumping Front Roll	⬃K	M
Vertical Kick	⬁⬁K	M Float
Blade Cutter	⇧⇩K	H
Right Hi-Kick	K+G	H
Right Hi-Kick Left	K+GK	HH
Right Hi-Kick Combo	K+GKK	HHM Float
Crouch Spin	⇩K+G	L
Crouch Spin Combo	⇩K+GKKKK	LLLLL
Bit Kick	⇨K+G	M
Ballerina Kick	⇨ K+GK	MH
Level Back Chop	P+K	M
Grace Flash	⇨⇦⇨⇦P+K+G	M Take off Armor





TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
Tip Slap	⇨⇨P	M

TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Block Baster	⇦K	H
Guard & Tip Slap	⇦P	H
Combo Block Baster	PPK	HHH
Kick Combo Block Baster	KPKK	HHHH

TECHNIQUE (WHEN RUNNING)	METHOD	EFFECT
Straight Punch	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Diving Kick	(Dash)K	M
Sliding Kick	(Dash)⇩or ⬁K	L
Diving Front Roll Kick	(Dash)P+K+G	M

TECHNIQUE (THROWS)	METHOD	EFFECT
Wall Throw	P+G	Throw
Izori	⇩ b P+G	Throw
Cross Arm Crutch Slam	⇨⇦ P+K+G	Throw
Frankensteiner	(Air)⇩P+K+G	Air Grab
Back Drop	(Back)P+G Back	Throw

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Stepping on	⇧P	Down
Soccer Ball Kick	⇩K	Down



Grace is pretty relentless in letting Tokio having it with one of her fine leg combos.



Ah yes, there's plenty of slightly titilating material for all you pervs out there.









A floating combination gains added power when used near a fence.


Raxel should be pretty happy to be on the end of that...


Although that punch to the privates looks painful.


Candy's rolling leg combo shown in full effect.



A pretty simple character really, Candy has some rather nice throws.



CANDY - COSTUME PLAY GAL







Fighting Vipers maintains all of the technical know-how from Virtua Fighter 2 and improves on it. Look at the way that Picky's head follows Candy as she starts a lower move.



Age *16* ● **Sex** *Female* ● **Height** *159cm* ● **Weight** *Secret*
Speciality *Cat Punch* ● **Stage** *Bayside*

Is this girl suffering from psychotic schizophrenia? As a normal girl living in Arm Stone City, Candy has simple ambitions of being a fashion designer. However, after creating a radical rubber costume Candy's personality changes upon wearing it, turning her into a deadly, unpredictable fighter. Clearly she has no martial arts training to speak of, and this is reflected in her simplistic moves list. She relies on simple, fast combinations that require no skill, unlike say Sanman or Bahn. Candy is most definitely the beginners' character in Fighting Vipers. Although there is some long-term challenge in mastering floating attacks, there's little skill in mastering all of her moves. The key to winning with Candy lies in mastering her low kicks and air-throwing techniques.

1

Like Grace, Candy is primarily a character based around PPPK style combinations...

2

This combo being used against Picky is a case in point...

3

... As Candy unleashes a flurry of punches, sending Picky flying towards the wall...

4

... Finishing off the combo with a hearty shove into the wall.

1

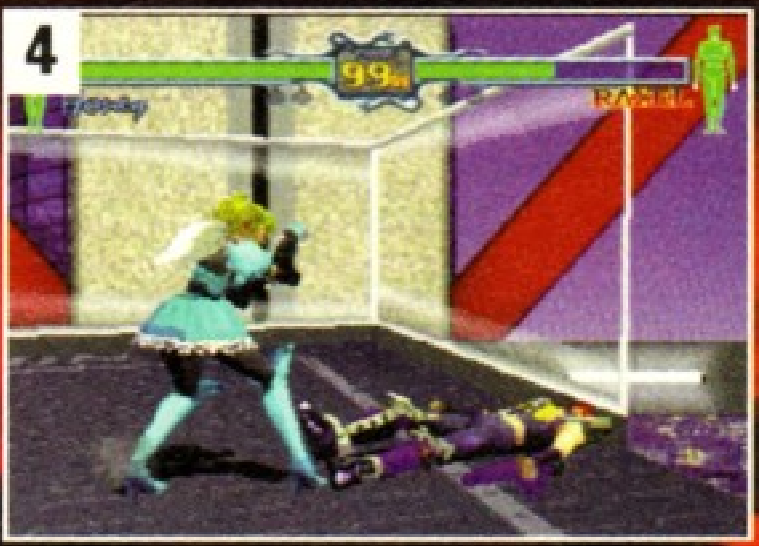
Again like Grace, Candy has a fair range...

2

... Of leg combination attacks...

3

This one attacks at multiple levels...

4

... Making it difficult to block effectively.

TECHNIQUE (STANDING)	METHOD	EFFECT
Cat 1-2 Punch	PP	HH
Punch & Kick	PK	HH
Cat Scratch	PPP	HHH
Combo Upper Kick	PPPK	HHHM Float
Combo Low Kick	PPP⇩K	HHHL
Crouch Jab & Kick	⇩PK	LL
Cat Uppercut	⬁P	M Float
Honey Single	⇨P	M
Honey Double	⇨PP	MM
Honey Triple	⇨PPP	MMM Float
Rising Cat Upper	⇨⇩⬁P	M Float
Toe Kick	(Crouch)K	M
Toe Kick & Scorpion	(Crouch)KK	MM Down
Toe Kick & Sommersault	(Crouch)K⬂K	MM Down
Toe Kick & Heel Down	(Crouch)KK +G	MM
Crouch Kick	⬀KK	LL
Leg Beat	⬀KKK	LLH Down
Crouch Kick & Punch	⬀KK⇩ P	LLL Down
Middle Kick	⇩K	M
Middle Kick & High	⇩ KK	MH Down
Triple Low Kick	⬇KKK	LLL Down
Scorpion Attack	⬁K	M
Sommersault Kick	⬂K	M Down
Jack Knife Kick	K +G	M Float
Horse Kick	⇨⇨K +G	M Down
Honey Peach	P +K +G	M
Honey Peach & Peach	P +K +G P +K +G	MM
Honey Flash	⇨⇦⇨⇦P +K +G	M Lose Armour
Wall Climbing	(Wall, Air)⇧⇧P	(Move)

TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
Cat Slap	⇨⇨ P	H
Cat Diving	⬁⬁P	L
Cat Heel Drop	(Top of Wall)⇧P	L





TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Block Bomber	⇦K	H
Guard & Cat Slap	⇦P	H

TECHNIQUE (WHEN RUNNING)	METHOD	EFFECT
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P +G	M
Dash Peach	(Dash)K	M
Sliding Kick	(Dash)⇩ or ⬁K	L

TECHNIQUE (THROWS)	METHOD	EFFECT
Wall Throw	P +G	Throw
Peach Press	⬀⇨P +G	Throw
Cat Flip	⇩⇦P +G	Throw
Hopping	⬃ P	Break Defence
Leg Through	⇩P +K +G	Break Defence
Honey Aerial	(Air)⇦P +K +G	Air Grab
Back Drop	(Back)P +G	Throw
Knee Trap	(Back)P +K +G	Break Defence

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Stepping on	⇧P	Down
Soccer Ball Kick	⇩K	Down
Cat Play	⇩PPPPP	Down

TECHNIQUE (STANDING)	METHOD	EFFECT
Double Bash	PP	HH
Low Spin Combo	PP⇩K	HHL
Low Spin & Uppercut	PP⇩K⬂P	HHLM
Low Spin & Double Hand	PP⇩ K⇩P	HHLM
Knee Kick Combo	PP⇨K	HHM
Triple Bash	PPP	HHH
Punch & Kick	PK	HH
Punch Kick & Uppercut	PKP	HHM
Crouch Jab & Kick	⇩PK	LL
Uppercut	⬂P	M Float
Body Blow	⇨P	M
Body Blow & Punch	⇨PP	MM
Double Hand Attack	⇩⬂⇨ P(⬃⇨P)	M
Rising Kick	(Crouch)K	M
Rising Knee	(Crouch)⇨k	H Float
Low Spin Up	⇩K+GK	LH
Low Spin Down	⬇K+GK	LL
Jane Flash	⇨⇦⇨⇦P+K+G	M Take off Armor
Wall Climbing	(Wall, Air)⇧⇧P	(Move)



Jane relies on the power of her upper body.



Look at the brilliant levels of detail!







TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
Power Smash	⇨⇨P	H
Tornado Punch	⇦⬃⇩⬂⇨P	H
Ground Tornado	⇨⇩⬂P	L
Jumping Heel Drop	(Top of Wall)⇧P	L

TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Block Straight	⇦P	H
Combo Block Straight	PP⇦P	HHH

TECHNIQUE (WHEN RUNNING)	METHOD	EFFECT
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)⇩ or ⬂K	L

TECHNIQUE (THROWS)	METHOD	EFFECT
Clinch Punch	P+G	Throw
Clinch Punch (d)	P+G P	Throw
Brain Baster	⇦P+G	Throw
Front Back Breaker	⇨⇩P+G	Throw
Clinch Knee	K+G	Throw
Clinch Knee	⇦⬃⇩⬂⇨K+G	Plus: see pics down-right
Clinch Knee	(Wall)K+G K+G	Throw
Neck Fold	(Back)P+G	Throw
Tiger Suplex	(Back)P+K+G	Throw

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Jumping Punch	⇧ P	Down
Soccer Ball Kick	⇩ K	Down
Punching Down	⇩ P	Down



JANE - LADY SOLDIER OF FIRE!



Age 18 ● **Sex** Female ● **Height** 168cm ● **Weight** 69kg
Speciality Punch Combo ● **Stage** The Observation Deck

The final character you face in the Fighting Vipers tournament before the main boss, Jane is an athletic, muscular young woman who impresses all with her sheer determination and force of will. During her High School days, she trained hard with the intent of joining the Marine Corps. However, due to a freak injury she was not able to make the grade and instead was forced to make ends meet by taking a job as a lowly subway construction worker. She decides to test her strength and her fighting abilities by becoming one of the Fighting Vipers. Quickly defeating all opponents, Jane realises that her best skills revolve around her punching combinations. Fast, fluid and damaging, Jane prides herself on her super-powerful Tornado fist - a devastating uppercut perfect for "floating" combination attacks.



This little sequence shows off the stunning power of Jane's Tornado Fist attack.



After powering it up for a second (during which time she's vulnerable)...



An example of a multiple hit throw.



Use the ⇦⬃⇩⬂⇨ K+G throw TWICE...



Jane's distinctive pounce strike!



Surprising for a punch-based character, jane is actually replete with a series of throws for all occasions. Use all three buttons from behind to get the move shown above.



Poor old Bahn gets it right in gut courtesy of the powerful Tornado Fist attack!





This P+G grapple can be followed up immediately with a P for an extra hit.



... She sends it flying! Look how far young Picky is sent by the sheer concussive force!



And why not finish up with a lovely punch while that insolent brat is on the ground?



... Follow up with ⇩⇨K for a final knee!



One of Jane's best throws, that.

Rocket from the Crypt



It's amazing that a title like Tomb Raider conjures up images of adventure in far-flung tropics, gamely battling against evil dabblers in the supernatural in a Tales of the Gold Monkey style. How different things could have seemed had it been called, say, Grave Robber.

Archaeologists have all the fun. They definitely come top of the list for glamourised professions. Forget the supposedly action-packed worlds of the police, doctors, fire fighters, pilots and spies, any kid with half an imagination wants to grow up to be an archaeologist. It's a known fact – and it must be true because I've seen it on the telly – that people who dig up old things get themselves into no end of scrapes. Look at Indiana Jones. Once he's finished poncing about at college lecturing students he'd be off to the Middle East for a quick fight with some Nazis before romping home with one or more legendary Biblical artifacts swinging like corks from his hat. Sam Neil (not, strictly speaking, an archaeologist) got to run around on an island pursued by giant real dinosaurs. Even those weird blokes in that strange "educational drama" series we had to watch at school found themselves at the heart of a mystery after uncovering some strange dragon statuette thing in Wiltshire. The Publicity Board of Archaeologists Anonymous should be congratulated on a job well done.

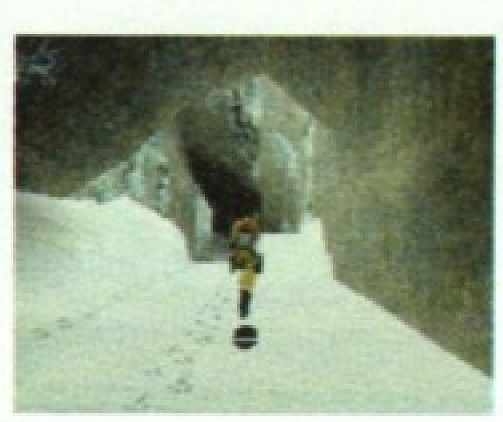
I used to want to be an archaeologist back at primary school, safe in the knowledge that my future was mapped out as a series of curses, brawls and cursed brawls in ancient temples. I could be rich beyond imagining, although I would of course donate all my findings to the British Museum free of charge because I'd be so heroic. It was with this in mind that I visited the school careers officer, only to be informed that as an archaeologist I would spend most of my day crawling about on my knees digging holes in wet fields with a soft brush. I wouldn't even be able to heft a spade in case I damaged some important "artifact", such as an old Coke bottle or some secretly buried nuclear waste. The closest I would ever get to adventure would be avoiding kneeling in dog crap whilst on my latest doomed bid to uncover a Viking village in the Dales.

So hooray for Tomb Raider. Whilst its glorious depiction of archaeologists as all gung-ho and sexy and adventurous stabs at my heart as it resuscitates my thwarted childhood ambitions, it does at least allow me to play out my youthful fantasies. Without anyone getting hurt.

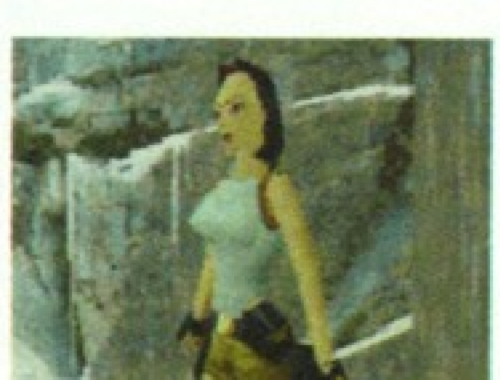




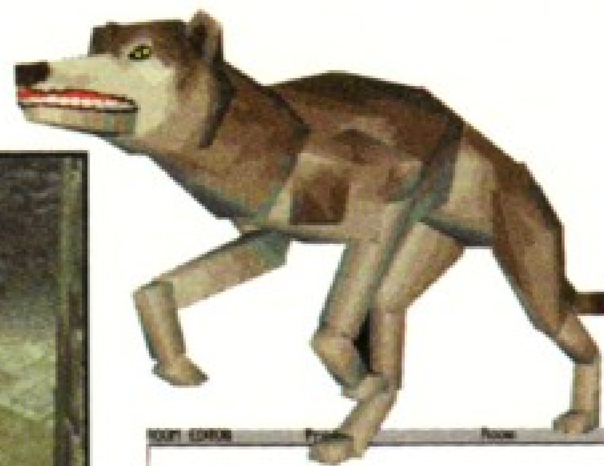
That wolf needs shooting, or it'll go for your throat. Try not to kill the bloke, though, or you'll ruin the plot.

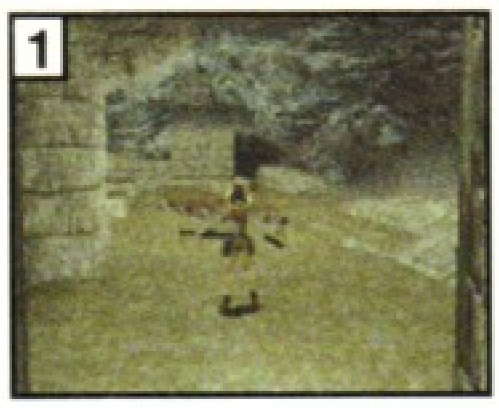


Lara leaves footprints like little paws. Not really.







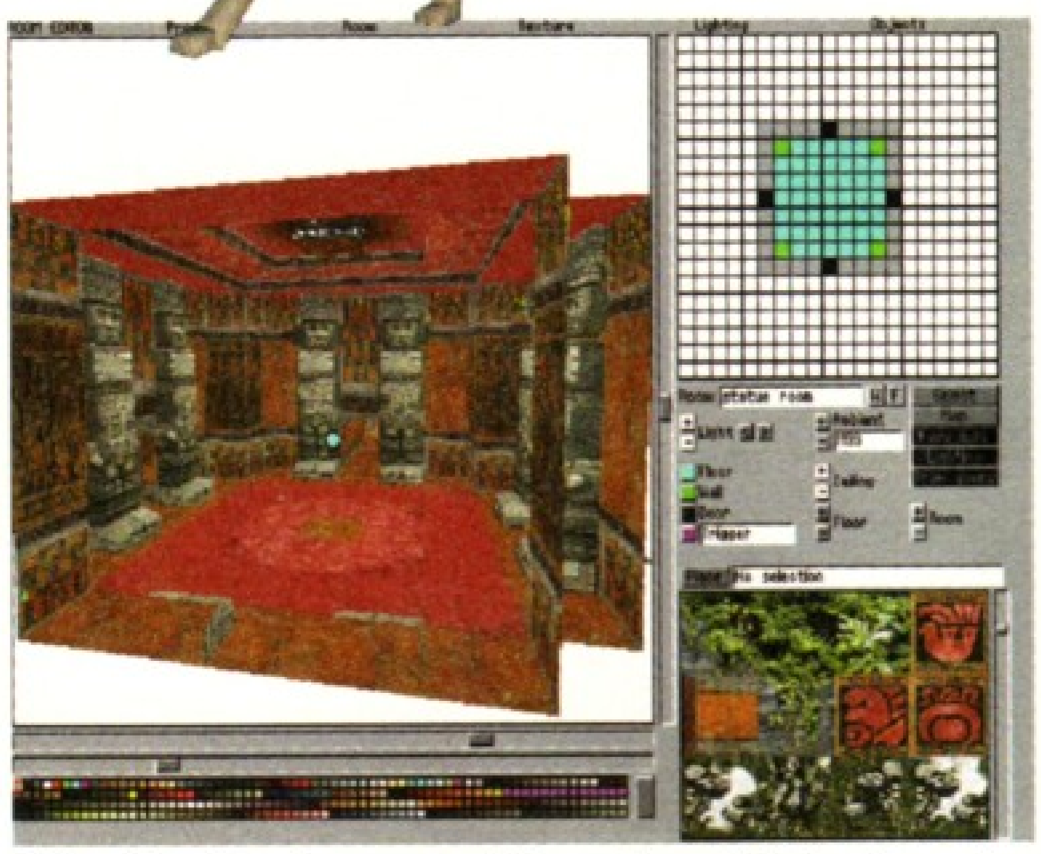




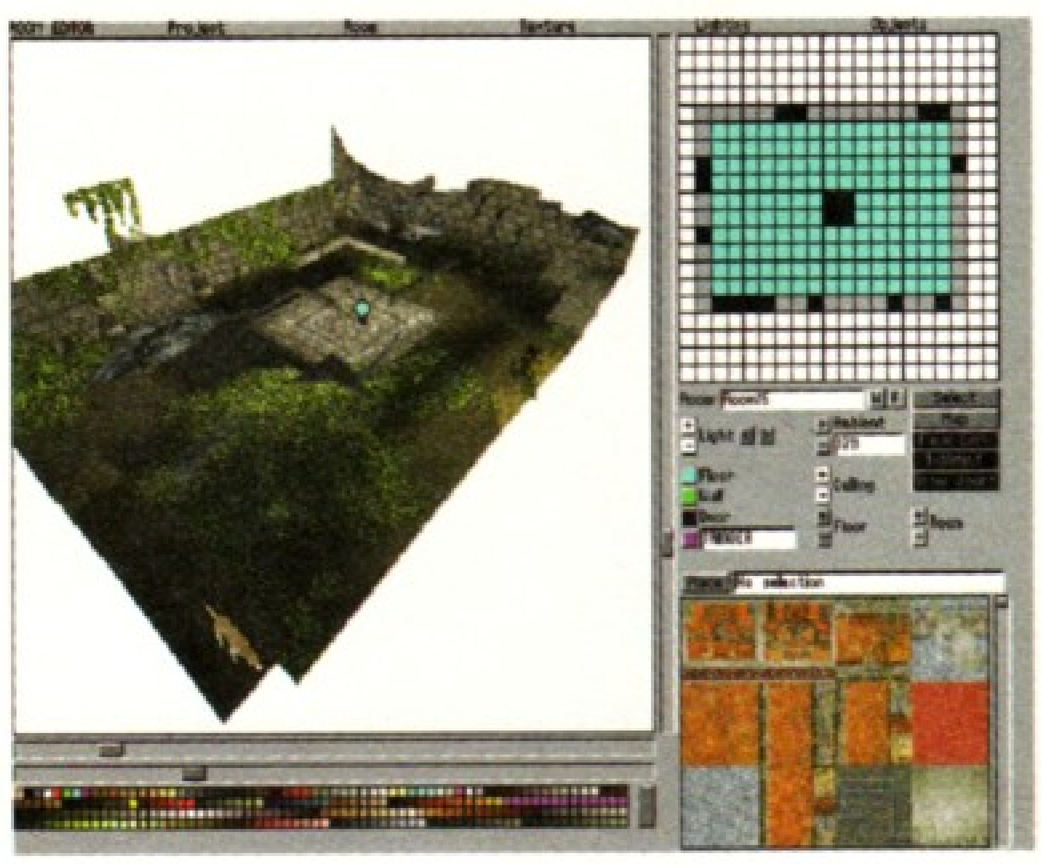




(1) Those evil wolves have scented blooood!
(2) Lara aims her guns instinctively at the closest.
(3) Both barrels blaze at the one canine in view.
(4) The last wolf attacks!



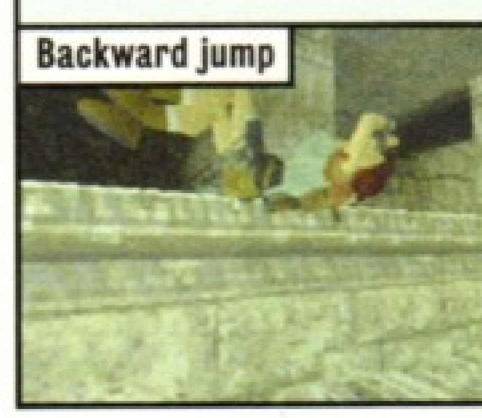
This editing interface was used to produce all the backgrounds in Tomb Raider. Don't ask us how it works, though. Dunno.



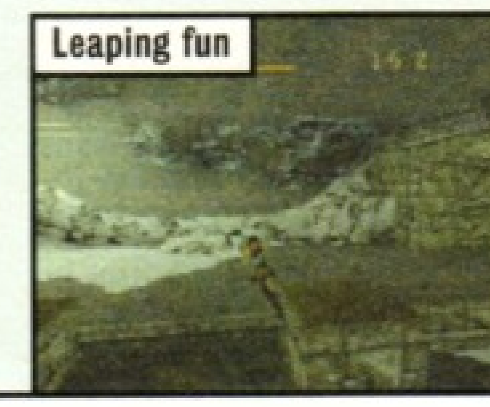
IT'S GOT **JUMPING** IN IT!

As anyone who watched the gymnastics while the Olympics were on would no doubt have noticed, some people are quite good at jumping. Games characters are often highly athletic in this area, and Tomb Raider provides the player with ample opportunity to leap about like Timmy Mallet in the Temple of Doom. Lara (the Tomb Raider one, not the cricketing one) is able to spring all over the shop. The old forwards-and-upwards classic is the most often used, but there are also backflips and sideways air-roll-esque things on offer. These last two are most useful in combat situations to escape the gaping jaws of your animal antagonists.

Backward jump

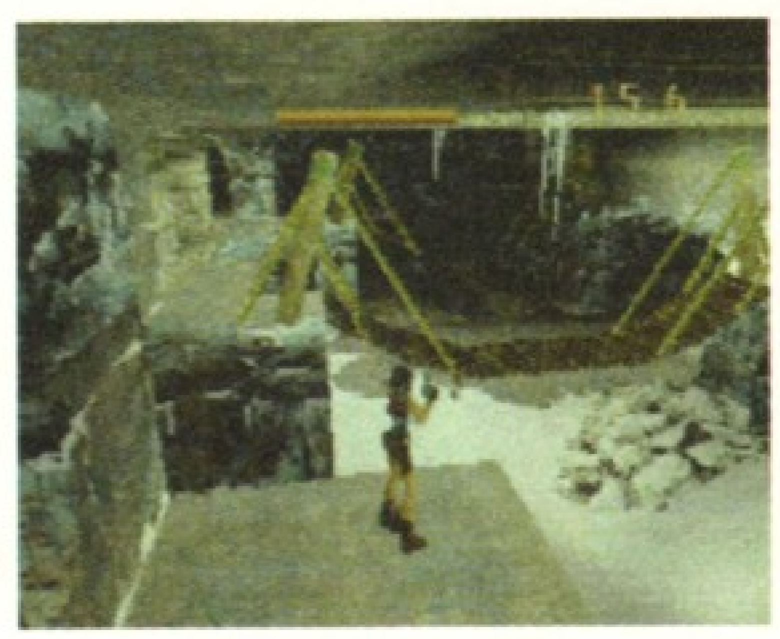


Leaping fun



Sideways jump





Surprisingly enough, Lara has to find a way to cross that bridge. Great.



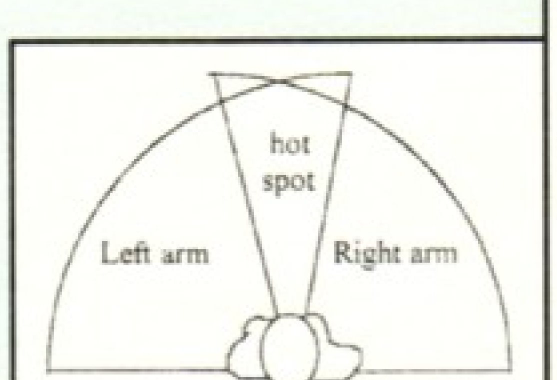
If the bubbles and floaty pose aren't clues enough, this is Lara swimming.

THAT'S THE **AIM OF THE GAME**

Just about all of Lara's shooters come in pairs. Now in most games this sort of device is merely to make your character look hard, but in Tomb Raider it serves a real purpose. As you may have noticed, many humans have two arms which move independently of one another. Special joints (known as "shoulders") allow them to swivel in various directions, and even cross over one another. Lara's arms do just this, meaning she can aim at two targets at once. Draw the guns in the presence of an enemy and Lara automatically trains them on her foe. If there's more than a single threat in the area in front of our heroine they'll find themselves on the receiving end of a barrel, too. Both guns are fired with the same button press. That's the adaptability of human beings for you.

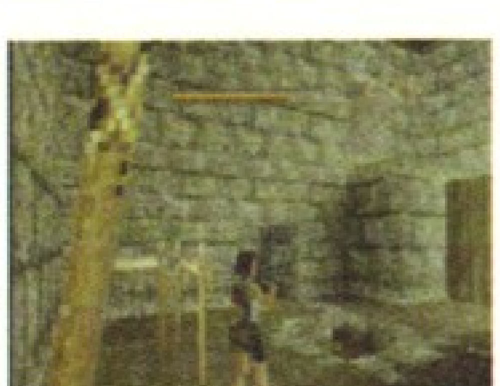


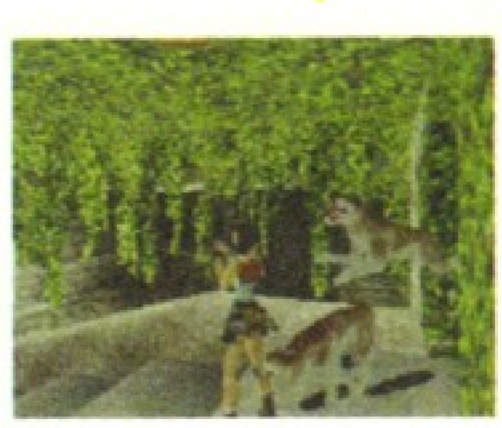




This diagram shows how Lara's arms swivel around to aim her guns. The hot spot is the dead-on area where both shooters are trained at the same target. Lara can't aim behind herself.



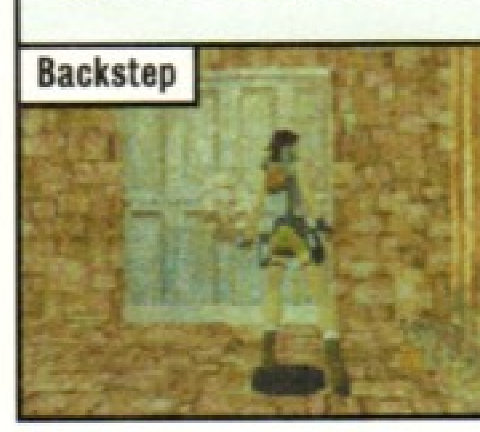




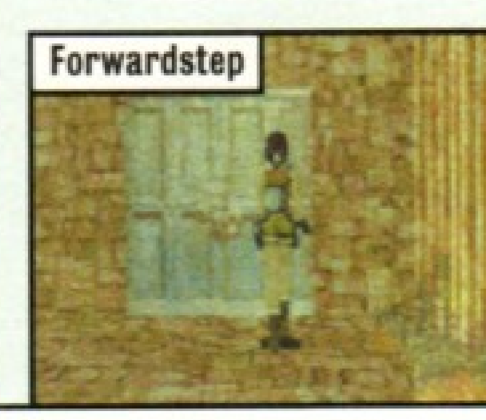
IT'S GOOD TO **STALK**

Walking. We all do it. Apart from little babies. And other people who can't. So, walking – some of us do it occasionally when we can be bothered to get up from in front of the TV. You know, it's that thing with the legs. If you're not sure what we mean, Tomb Raider is an excellent place to educate yourself. Pressing the joypad causes Lara to run in the direction held. A quick press backwards results in a skip back – useful when you're surprised by a roving beast. Pressing the L button slows Lara's usual rapid pace to a slower gait for more careful positioning on platforms. The X and Z buttons are used to shuffle our treasure-hunting pal one pace left or right.

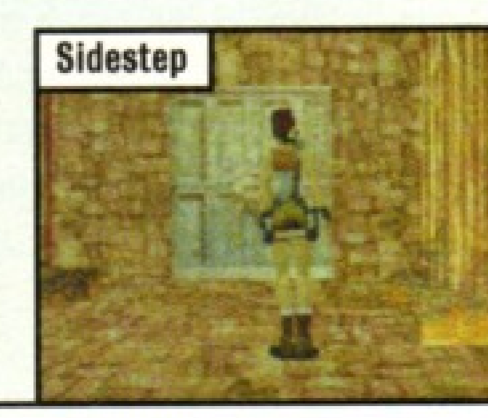
Backstep



Forwardstep



Sidestep





They're hungry like the wolf – and that's because they are wolves. Canis Majorae. Except that's a star, I think.



Some more screenshots from Tomb Raider! Ahaaa!



IN YOUR HEAD THEY ARE FIGHTING

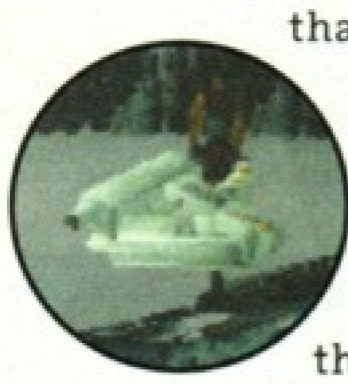
Tomb Raider is thriving with wild animals out to eat you, so you'll need to defend yourself. Here's a rundown of the personal defence appliances the game offers you.



PISTOLS These are the irons you start your travels with. They're small and not that powerful, but at least they have the advantage of firing relatively quickly.



MAGNUMS The next step up from the pistols are the Magnums. Not big chunky ice lollies like you'd expect, these square-looking automatic pistols fire weightier shells which cause more damage than ordinary pistols.



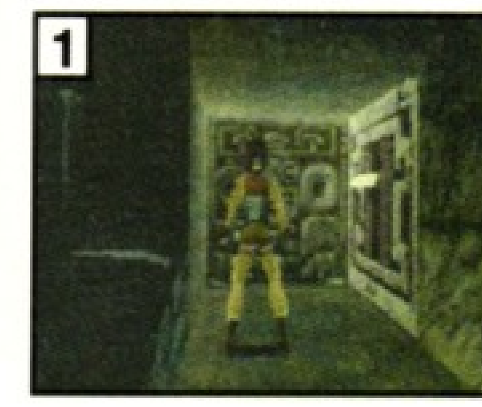
UZIS A brace of mini machine guns comprise probably Lara's most versatile shooting cans. They fire at a million miles an hour, and are particularly useful against small flapping things such as bats.



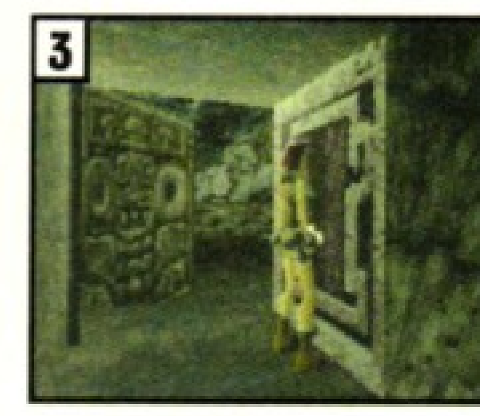
SHOTGUN Strangely enough, only one of these enormously heavy rifles gets used at a time. It's slow to fire, too – but very powerful. Use it against bears and other endangered species you meet on your travels.



If this shot looks a bit high-res, that's because it is. Looks very shiny, eh? Well the real game looks like this too.







(1) Oooh – a locked door. However will I get through? (2) Hey! What a neat lever! (3) Whaddya know! I've opened the door! Tee hee!



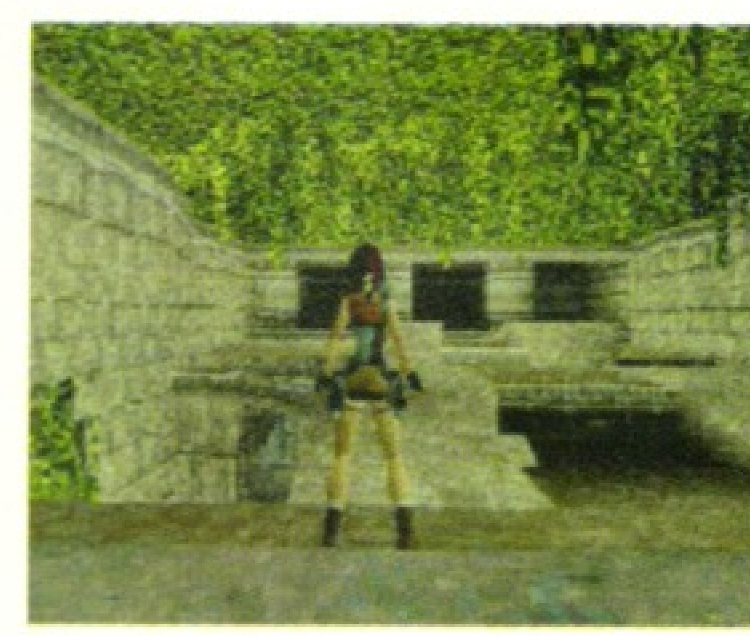




A stable, similar to the one in which our own Baby Jesus was born. Maybe it's the same one. You are an archaeologist, after all.

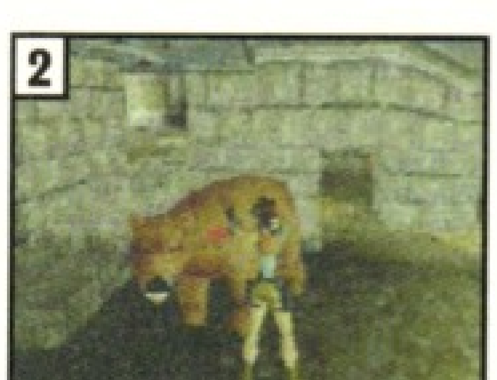


A cave, similar to the ones in which primitive man left his scruffy cave paintings. Along with mammoth bones and excrement.

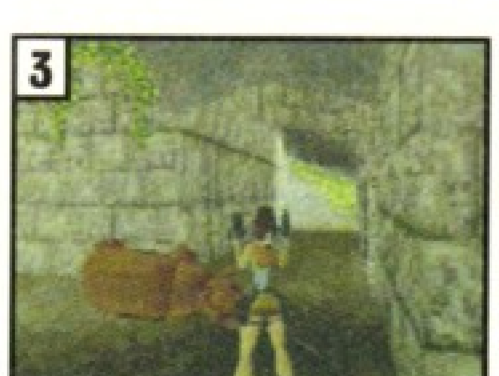


What fiendish branch of architecture is this? It looks like some kind of early Roman bath house structure, actually. With creepers.

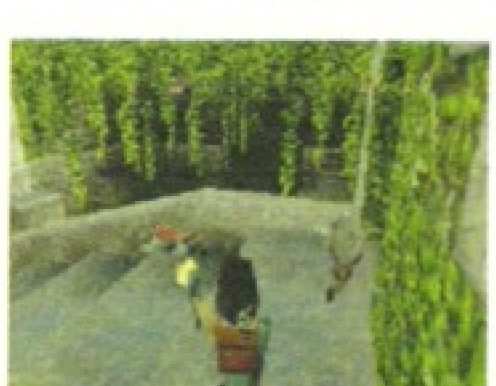








(ABOVE) A bear attack in graphic detail. Don't try this in real life or you'll get totally eaten by a grizzly.



Machine pistols are very useful for killing things quickly, or killing lots of things at a time. In the game. Not life.

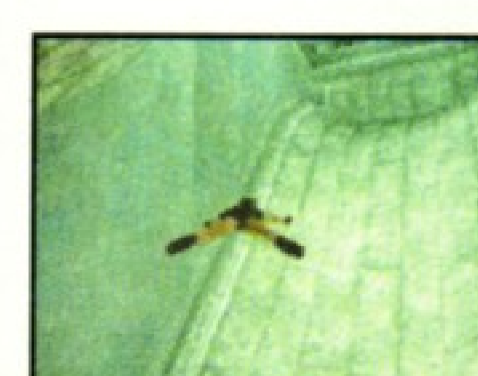


In fact, we cannot advocate behaving like a games character at all, unless you like porridge. And you're sad.

ONE-WAY TRIP TO SWIMSVILLE

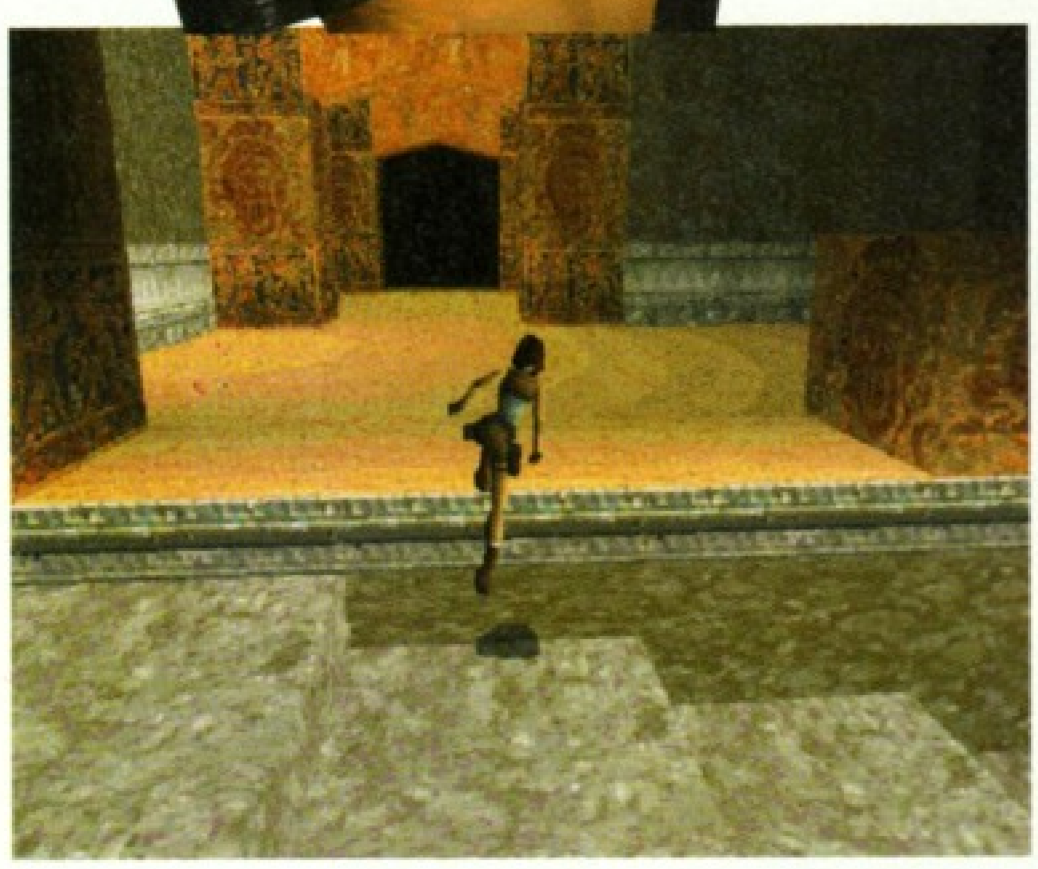
Aah, the ice level. Old favourite staple of platform games. But times change, readers, and games must change with them. It seems the old ice/minecart/chase level has given way to the modern pleasures of the swimming sub-section. Tomb Raider is no exception, and regularly asks the player to make like the fishes. The underwater bits are easy enough to play – pressing the jump button swims and the joypad steering controls are inverted. What makes it tricky is Lara's limited supply of air, indicated by a blue bar on-screen. Once this runs down you'll start losing energy, until you eventually drown by the neck until you are dead.













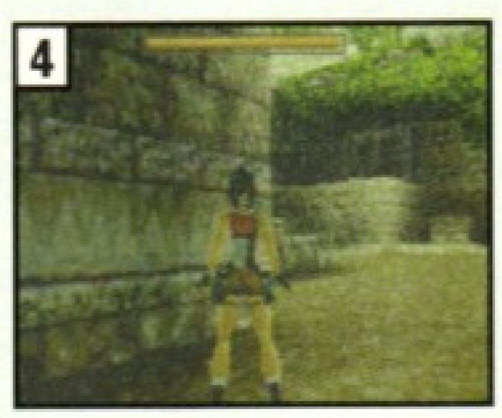
That red cross thing is a medi-kit, which heals you.



Pick it up and it appears in your inventory.



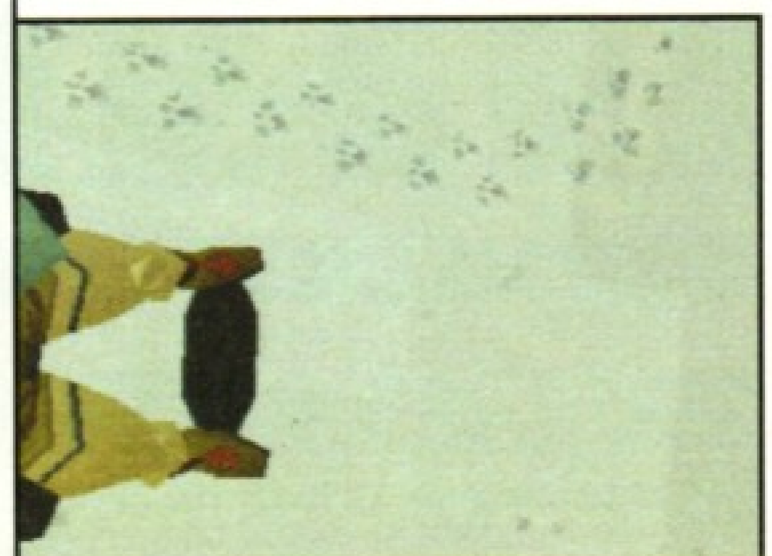
Just press a button whenever you want to use it.



Tadaa! It fills your life bar. Live to fight another day!

LOOK IN

Camera angles and all-new viewpoints are pretty much a constant in 3D games nowadays. Instead of going for the normal external camera points, however, **Tomb Raider limits the available angles to those on offer to the genuine human head.** Pressing Y allows the player to look around the room, moving around the area with the joypad, with the restrictions of Lara's neck taken into consideration. This comes in very handy for checking out how far a drop you're facing or where you're going to jump to next.



Look down at your own feet!



Or up at the ceiling above you!



Or around to the sides!



Or even down big chasms!

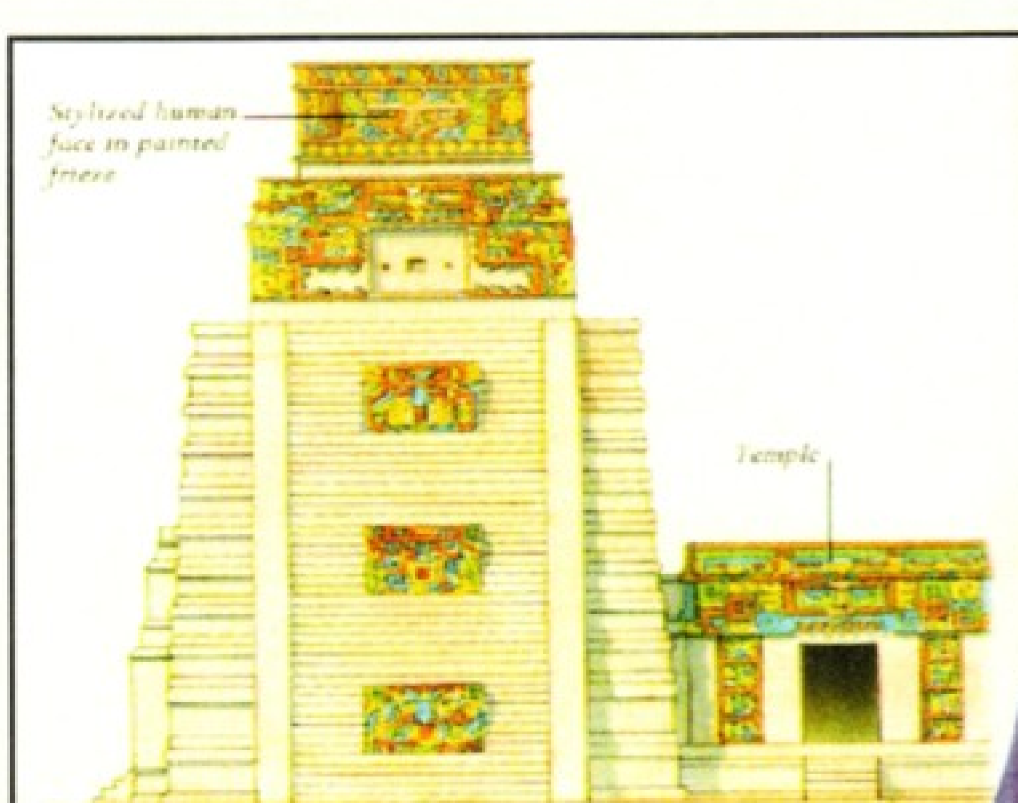


Run, run, as fast as you can, you can't catch me I'm the archaeologist wo-man! And I'm a bit cold in this snow without many clothes!



And quite frankly I'm going to skin my knees something rotten on these rockfaces. Why couldn't Core have given me some trousers?

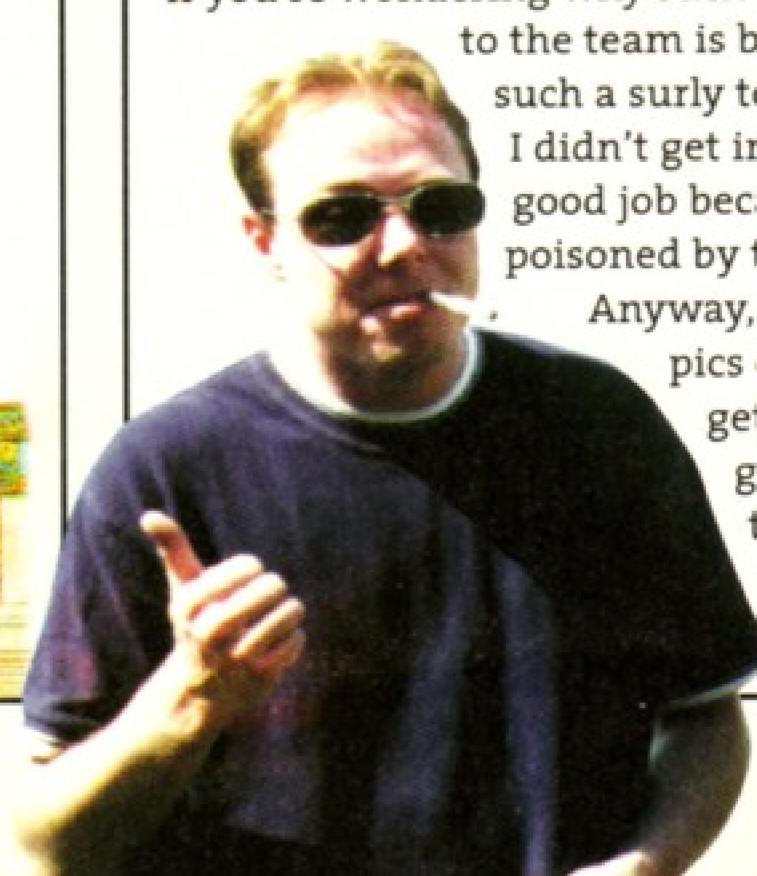




(ABOVE) Another high-res shot we got direct from the programmers. And this one's got wolves in it as well. (RIGHT) A sketch-type development illustration. Artists draw these things, known as "pictures", which then get typed into big machines called "computers".

EVIL **LUCKY PEOPLE** ALERT

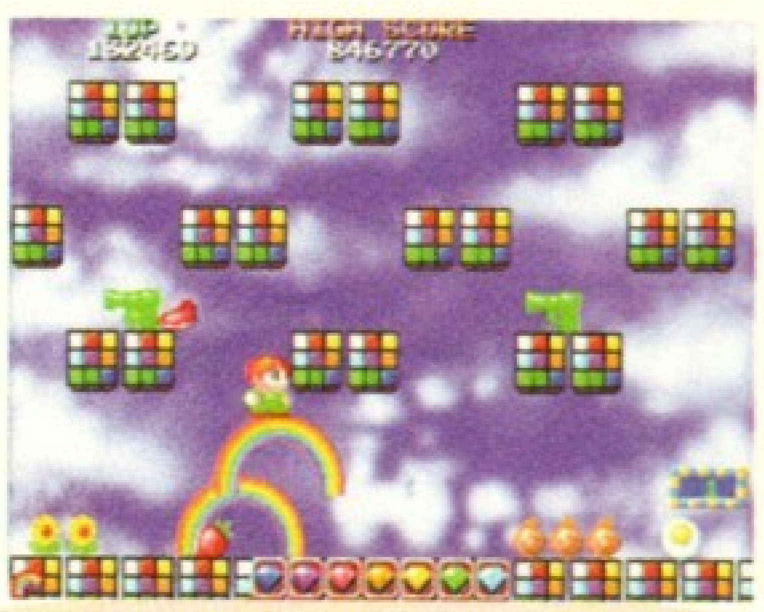
Recently **Core Design** took a consignment of lucky journos out to the lovely country of Egypt and its burgeoning civil war. The spawny dogs on the Tomb Raider tour spent four days cruising down the Nile checking out the Pyramids, the Sphinx, numerous five-star hotels and the bottoms of many bottles of ale. If you're wondering why such an amazing gift to the team is being relayed in such a surly tone, it's because I didn't get invited. And a good job because they all got poisoned by the water. Ha. Anyway, here are some pics of the jammy gets who did get to go enjoying themselves while I eat my heart out.





Paint the whole World with a RAINBOW!

Nostalgic coin-ops seem to be the order of the day and the Saturn has benefited from what must be the best retro pack ever! Forget the Namco Museums - the Taito Bubble Bobble double pack features gameplay mechanics even more advanced than many of today's 32-bit "next generation" releases. Hence this showcase feature, penned by Richard Leadbetter esquire.







This feature concentrates mainly on the Rainbow Islands part of the double pack. Why? Because it happens to be one of the best games ever, that's why (Bubble Bobble is okay but it is showing its age). Describing just how ace Rainbow Islands is could take up quite a lot of space (hence the review later on in the magazine) - just take our word for it, the graphics might not be up to much, but the playability is *aawwwweeesome*, as we shall see in this lovely feature. But to begin with, here's the real scenario from Rainbow, as revealed in the original design document from Taito HQ.

*Bubble and Bobble, who were turned into **"Bubble Dragons"** by a wizard, went into the cave of a witch seeking their sweethearts Patty and Betty. After a long battle and finally getting **"Super Drunk"**, they could not believe their eyes when they saw their Mom and Dad.*

"Dad! And Mom!..."

Big tears were coming out of Mom and Dad's eyes. Bub and Bob were so happy after saving them, not only Betty and Patty, but also their Mom and Dad. All of a sudden they were back to normal again.

"God, thank you..."

But they were not completely satisfied until they found the real enemy still hiding and waiting for Bub and Bob. They knew that sooner or later they had to find him.

*Many years have passed. Bubby and Bobby grew up to be fine boys with power of **"Magic Rainbows"** given by Mom and Dad. When they went back to their birthplace to search for treasures, they became involved in a mystery.*

*They went to look for the real enemy, **"The Prince of Darkness"**. He has a large following who are in Bubby and Bobby's way. The final day to face the Prince of Darkness came. Why don't you play the game to find out? The secrets are waiting to be discovered. There any many puzzles you can challenge! Who will be the real winner?*

So what does this all boil down to then eh? Basically this means that you have to scale the vertically scrolling platform environs, using your rainbows to kill meanies, bridge platforms and collect items. It's that simple really. But utterly brilliant to boot. The game would be worth it with Rainbow Islands alone, but with Bubble Bobble included in the package too, it's *briiiiiiiiiiilliant*.



Building up a chain of three rainbows increases your destructive capability no end. There's actually a power-up to give you FOUR rainbows to fire - but it's very secret indeed.



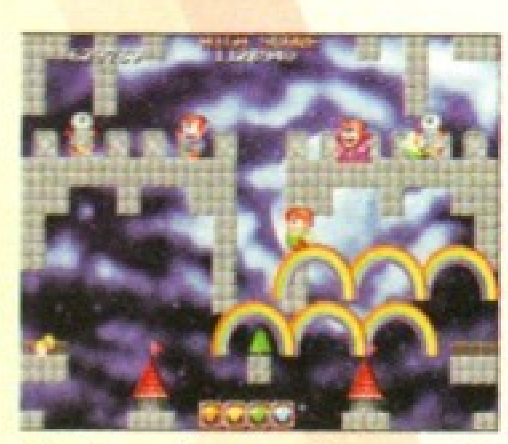




They're dragons in Bubble Bobble, but Bob and Bub morph into lads with a sad fashion sense in the sequel.



The water level causes some problems if you hang about.



Stack up those rainbows and bring 'em crashing down.



Later levels have less platforms to use.



By jumping on that top rainbow, Bub can begin a cascade reaction which brings down all of the others.



The look is more sinister for the dark third island.



This is Toy Island, which demonstrates quite well how much more colourful the graphics get as you progress into the game.



Enemies scale rainbows too.





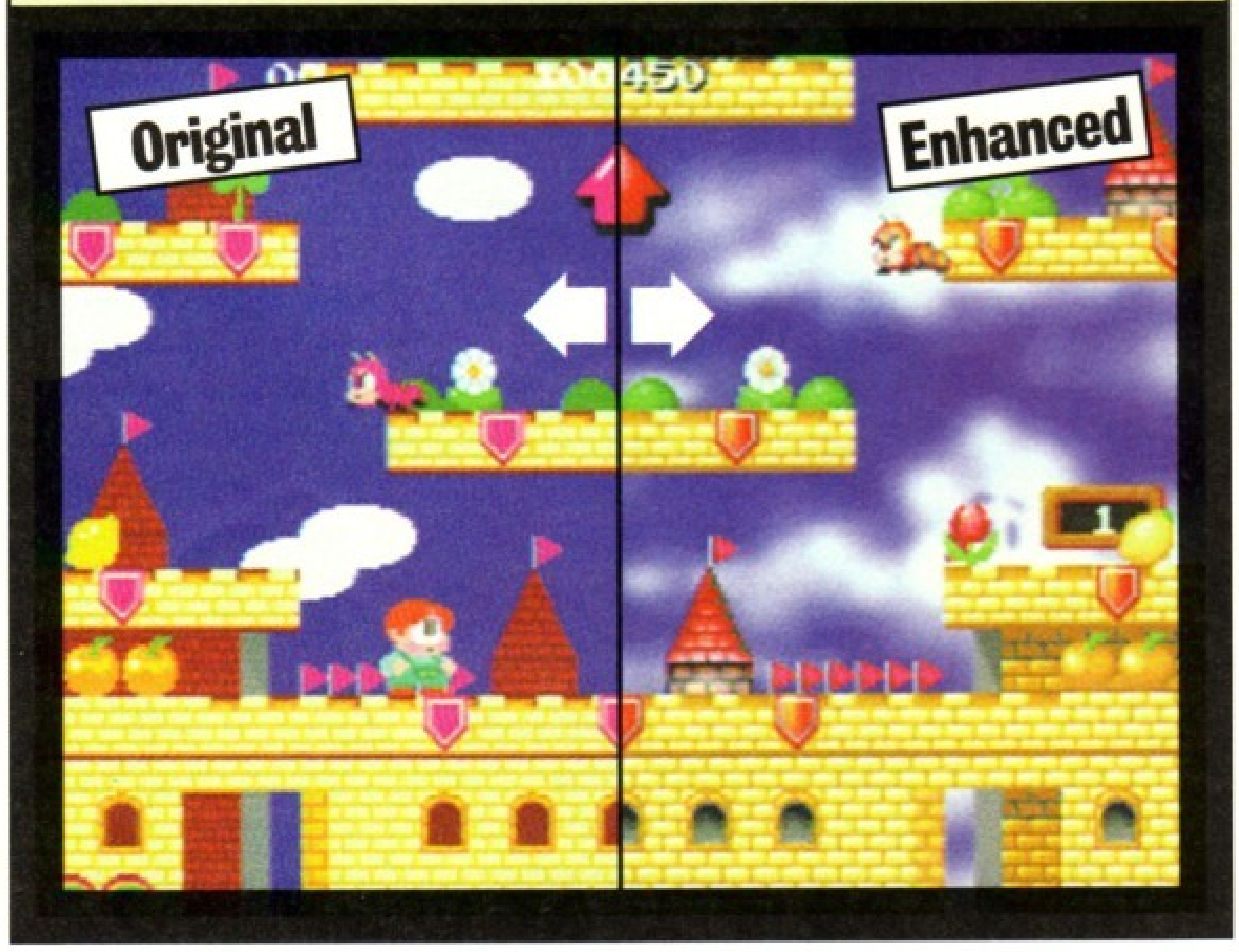
Crash rainbows on the boss for multiple hits...



And reap the fruit/jewelry reward combo.

THE **NEW-LOOK** RAINBOW ISLANDS

Anyone who has played Rainbow Islands before might have noticed that there are two very different looking versions of the game on these pages. **To satisfy the arcade purists, Acclaim have commissioned GraftGold to include a perfect rendition of the original coin-op (which they converted to great effect on the old 8 and 16-bit machines).** This has very simplistic graphics and doesn't really do the Saturn's capabilities justice, hence the inclusion of an all-new "remixed" edition that includes some lovely parallax scrolling plus completely redrawn sprites and backgrounds which use more of the Saturn's colours.



I CAN SLING A RAINBOW

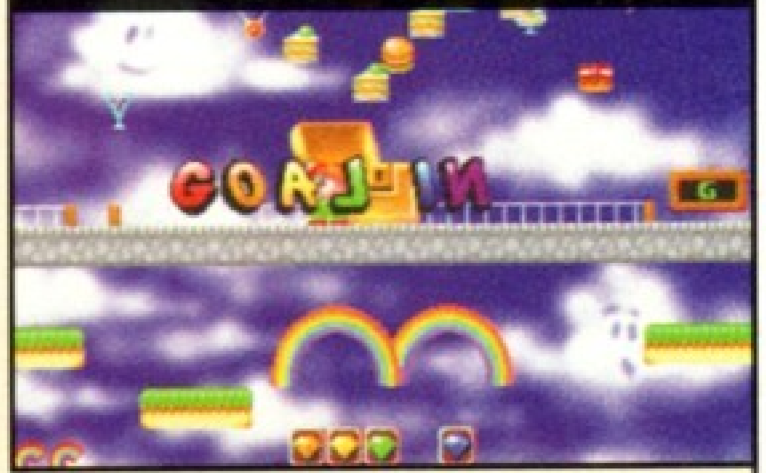
From the looks of the screenshots, Rainbow Islands could well seem to be a very simple platform game. You'd be wrong. **The key to the game's brilliance is in the use of the rainbows, which is revealed in depth right here.**

PLATFORMS



Bub can walk up rainbows and use them as platforms once they've been slung. Essential for the later sparsely platformed levels.

OBJECT COLLECTION



As soon as any object comes in contact with a rainbow either being created or destroyed, that object is collected.

SPRITE DESTRUCTION #1





This is the cheap way of destroying an enemy sprite. Just sling a rainbow at it. A bonus is unleashed, but it's not very valuable in terms of score.

SPRITE DESTRUCTION #2





This is the key to rainbow mastery. Sling a rainbow and jump on it. This collapses the rainbow, killing any meanie underneath it. Objects are collected in this fashion too.

SPRITE DESTRUCTION #3

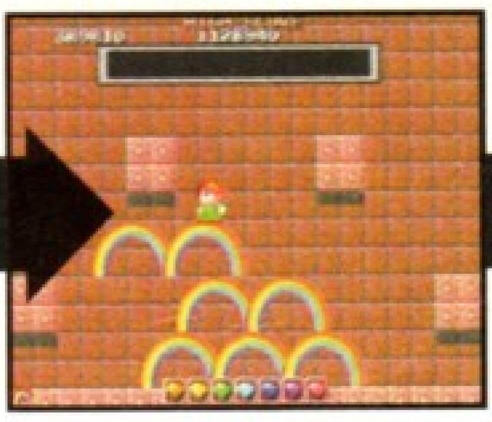




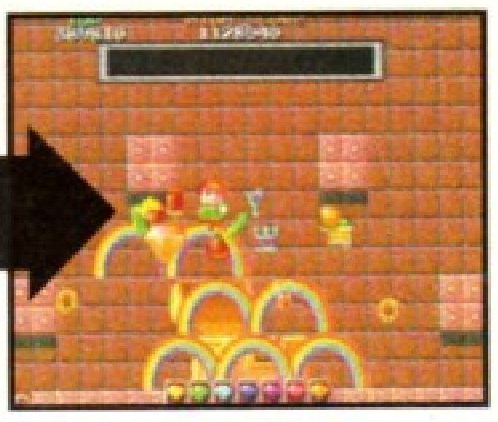
When you jump on a rainbow to collapse it, it creates a damage field slightly above the rainbow, killing all meanies and collecting all objects there too.



Each boss has a movement pattern for you to learn. This guy (the second boss) is quite easy to defeat.



Once he's out of the way, there's a bit of a pregnant pause before the game unleashes bonuses aplenty.



Aha! And here they are. Construct a cunning rainbow chain and collapse it to collect all the objects at once.

The Rainbow Islands in question are split up into four different rounds per island, before you meet that level's particular boss. We've put together a map of the last round of the first island, showing you the main features of the game.



SECRET DOOR

Collect the special gems in order from left to right to reveal the presence of this secret door on the boss stage. You can avoid all boss confrontation by going through the door as and when you please.



SECRET ROOM

Found by jumping through the secret door. You get an extra enormous gem (in addition to the one you got after killing the boss) plus a permanent power-up (in this case, super-running speed) which lasts even if you die or use a continue. Open up every secret room to gain access to two additional sets of four levels! By the way, translating that code at the top of the room could be advantageous.



BOSS

Every fourth round you come up against one of these critters. The energy bar at the top shows how many hits with your rainbows you need to kill off the chap in question. The spider is very easy indeed to defeat.

BUB

That's you, that is. And there's one of your rainbows.

ENEMY SPRITES

The further you get into the game, the more of these attack. On this (the first) island, you shouldn't really have too many problems.

RED TRAINING SHOE

One of those pesky power-ups, the red training shoe boosts Bub's speed.

RESTART POINTS

These numbered blocks look quite dull, but once you've passed them you return to these points when and if you kick the bucket.

YELLOW POTION

This is just as important as the red potion. Collect this to speed up the rainbow firing process. If you've got two or three rainbows and you don't have this power-up, your progress is slowed up considerably.

RED POTION

Boosts the power of Bub's rainbow slinging. You start out by firing off one rainbow, but you can use this power-up twice to gain brilliant triple rainbow spewing capabilities.

FRUIT, FLOWERS, BOOZE 'N' VEG

The Rainbow Islands are a greengrocer-alcoholic's dream come true with a vast variety of different collectables to pick up. They don't really serve much of a purpose other than to boost your points. Typically, stuff just lying about isn't valuable, but objects collected after defeating enemy sprites yield more score.

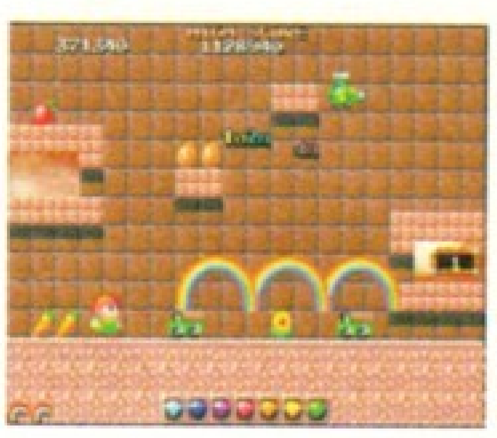
WATER

If you dally for too long on the stage, you're pursued up the level by this rising tide of water which is lethal if it rises above Bub's head. Each of the Rainbow Islands is about to succumb to this aqua-armageddon and only by completing the game can you save the isles.

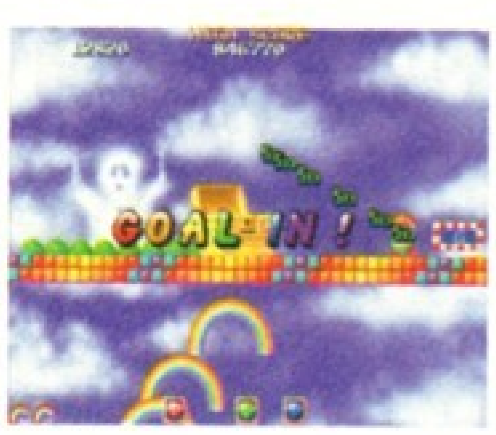


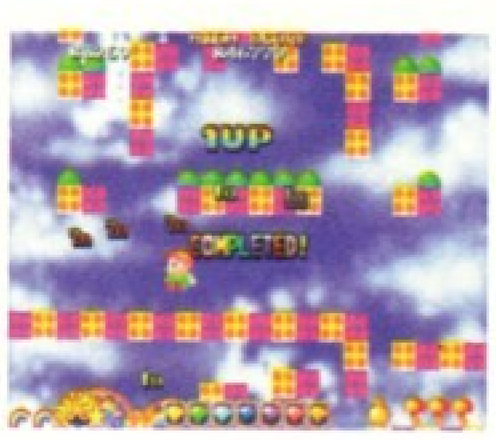


Things get tough here.



Combat Island pictured here.







The further you get into the game, the tougher the bosses. This is the monster lying in wait at the end of Toy Island.



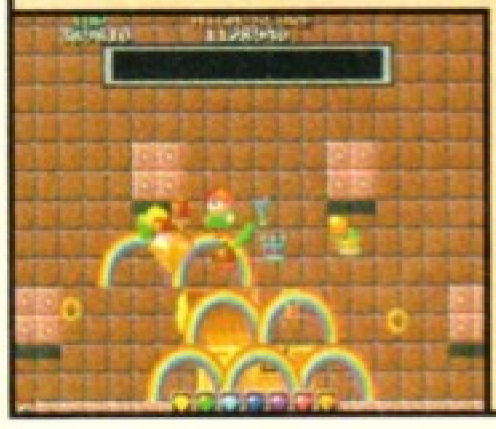






GEMS ARE THE KEY!

When you destroy meanies by using **Sprite Destruction method #2 or #3**, two out every three meanies change into gems (the third meanie becomes a power-up). You can get plenty of awesome power-ups by finding the secret rooms and the gems are the key to successfully achieving this. How? Well, collecting the jewels in order from left to right is how you do it... which is a lot more difficult than it sounds. **All is revealed in a future tips section.**







Sprites rain bombs from above from level two onwards.



Platform arrangements like this make getting all of the gems in order a pretty difficult task indeed...



... Although some stationary meanies can make the job easier on the later levels. Intriguing...



Bub's amusing death scene is shown right here.



Triple rainbows are essential for Toy Island...



... As you can see in this platform-free zone!







Large score bonuses crop up on the later levels.





In Mario-style, the more sprites you kill simultaneously, the greater the points gleaned.







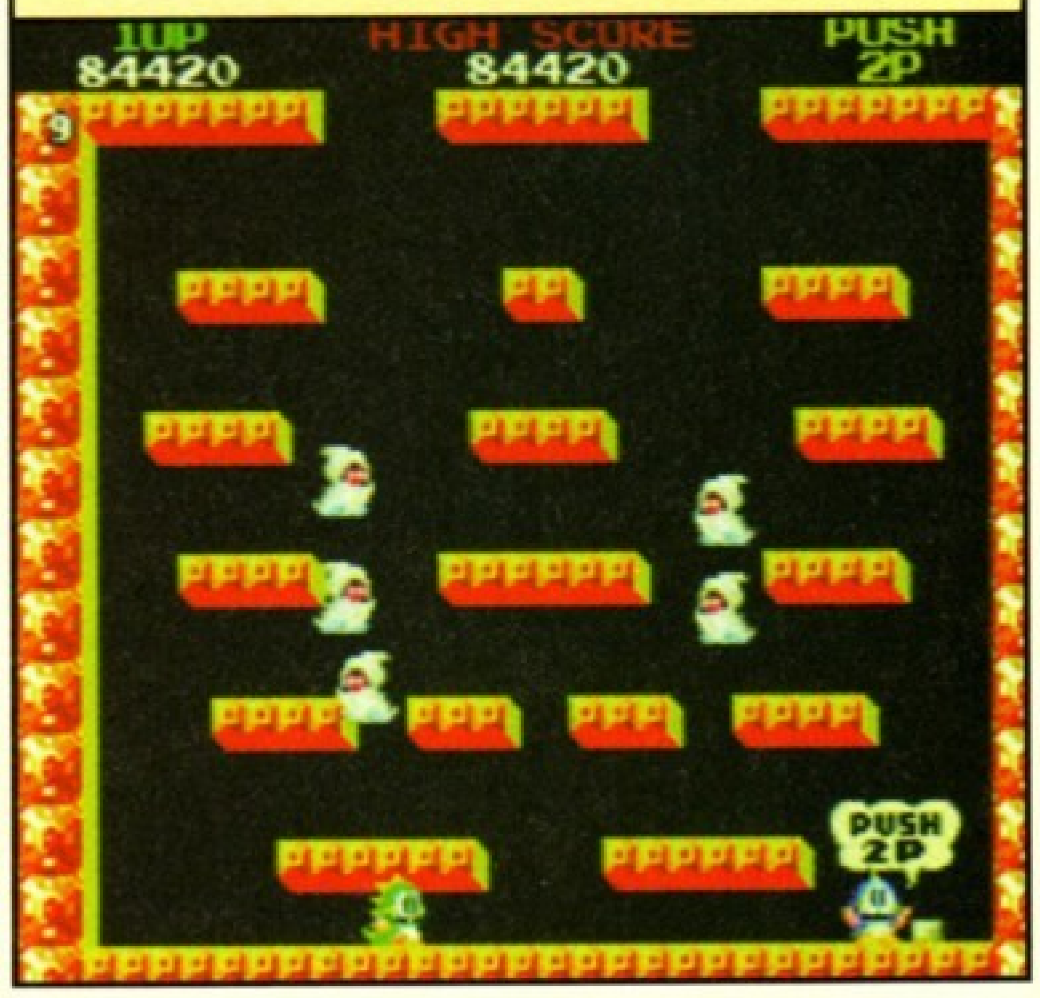
Some deceptively tough meanies here.



AND BUBBLE BOBBLE TOO!

Rainbow Islands (in its two different incarnations) is worth the price of admission alone, but this particular package includes a conversion of the game that started off the entire "Bubble" phenomenum - **Bubble Bobble.**

Compared to Rainbow Islands, it is a little unsophisticated, with very, very simple graphics (and no remixed version) and single-screen platform action. Still, with its simple yet addictive gameplay and simultaneous two-player mode (something that Rainbow lacks), it's an excellent addition and makes the pack even more valuable.



YOU'D BE HARD PUSHED TO FIND A GAME MORE WELL-KNOWN THAN DOOM. THE FIRST-PERSON PERSPECTIVE, THE VAST AMOUNTS OF BLOOD AND GORE, THE WEAPONS AND THE DEPTH OF GAMEPLAY ALL WENT TO MAKE IT THE PC CLASSIC OF ALL TIME. AND NOW, AT LAST, IT'S MADE IT TO THE SATURN.



CHEER UP! IT'S... ...DOOMSDAY!

Doom has acquired a devoted following through the years, something which is hardly surprising when you consider the fact that this piece of software from id was ground-breaking when it was first released on PC three years ago. It started off the whole craze of the first-person perspective action game, and sequels were quick to follow, along with other games that used the gameplay principles like Hexen (see the news story this issue), Duke Nukem 3D and now Quake.

It's something of a surprise then that it's taken so long for Doom to make it to the Saturn, especially considering it's been on the PlayStation for quite some time now. But made it it has at long last, and just to keep the punters happy after the significant delays in its arrival, it features both Doom II and Ultimate Doom, as well as the whole Doom experience wrapped into one vast adventure.

If you don't know much about Doom then you've probably been hiding out in a cave for the last five years watching a spider trying to build a web. You won't know for example that Doom involves the player wandering about various levels with a variety of weapons at their disposal, shooting demonic mutants and trying to gain access to new areas with the help of colour coded keys and a bit of luck now and then. Obviously there are plenty of pick-ups knocking about as well, which come in the shape of health, ammo, armour, night glasses and the odd radiation suit.


Look at the guy explode. Urrghh.


Spot the "secret" wall behind the zombie.

IT'S ALL THERE!

The smart thing about Doom on the Saturn is the chance to play the game in a variety of its incarnations. So this game is far more than the original Doom - it's got just about everything from all versions of the game (bar the latest PC release, Final Doom). This means that Saturn owners don't miss out on things like the much-loved double-barrel shotgun from Doom 2.



DOOM/ULTIMATE DOOM

Doom was the game that started it all - a well designed 3D fighting game second to none (at the time). Ultimate Doom is basically Doom with more levels. These took the form of a forth set of levels which were designed to test the skills of Doom masters to their limits. A selection of levels from this game is in the Saturn version. The Doom levels are at the beginning, with the Ultimate right at the end. In the middle you'll find...



DOOM 2

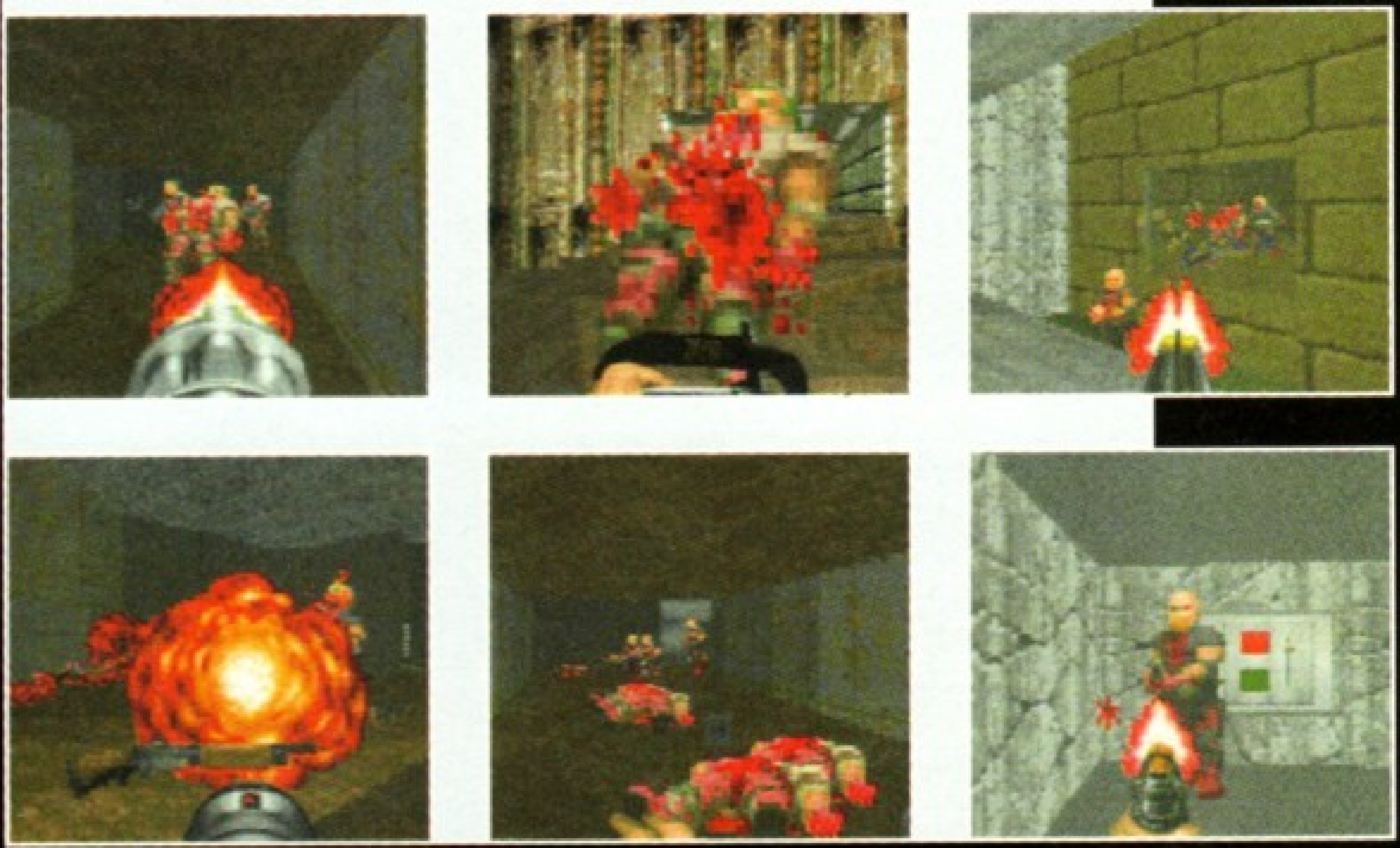
Still widely regarded as the best incarnation of Doom on the PC (and that includes Final Doom). This took the Doom engine and introduced some brilliant new texture maps, making the game look better no end. The game also included some new monsters (full details of which you'll find in the next issue) but only added a single weapon - the double-barrelled shotgun. Still, Doom fans soon found that this was a real craftsman's tool of a weapon. After all, quality is better than quantity eh? Doom 2 was a lot, lot tougher than the first Doom (which everyone had sussed by the time the sequel came out) and nestles comfortably between Doom and Ultimate in the Saturn game.

AND MORE!

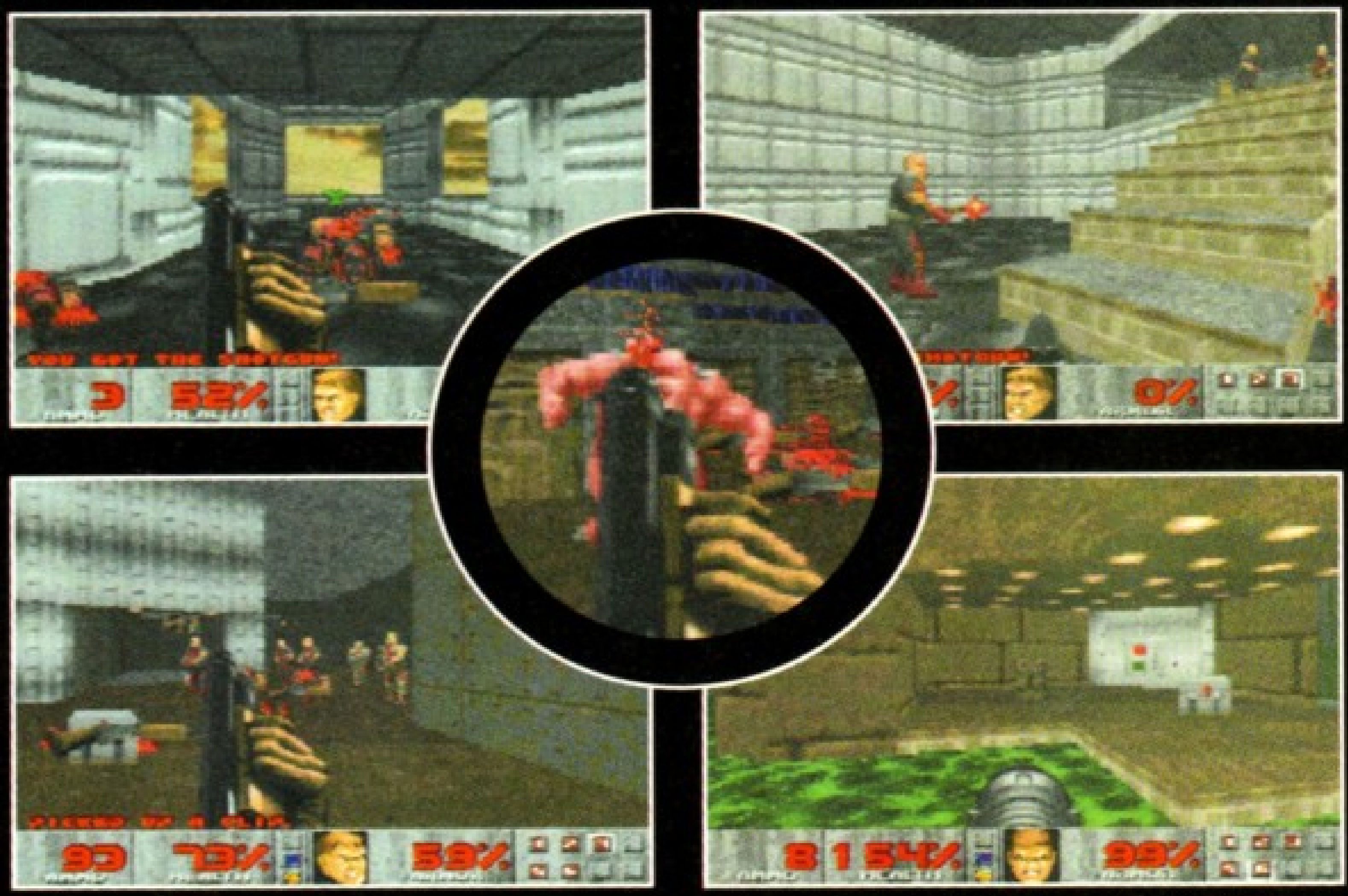
On the PlayStation version, Williams added a range of new levels which have never appeared in *any* PC version of Doom. These are the mythical hidden levels of the super-console versions of Doom and include some brilliant stages such as the Mansion and the excellent Club Doom.

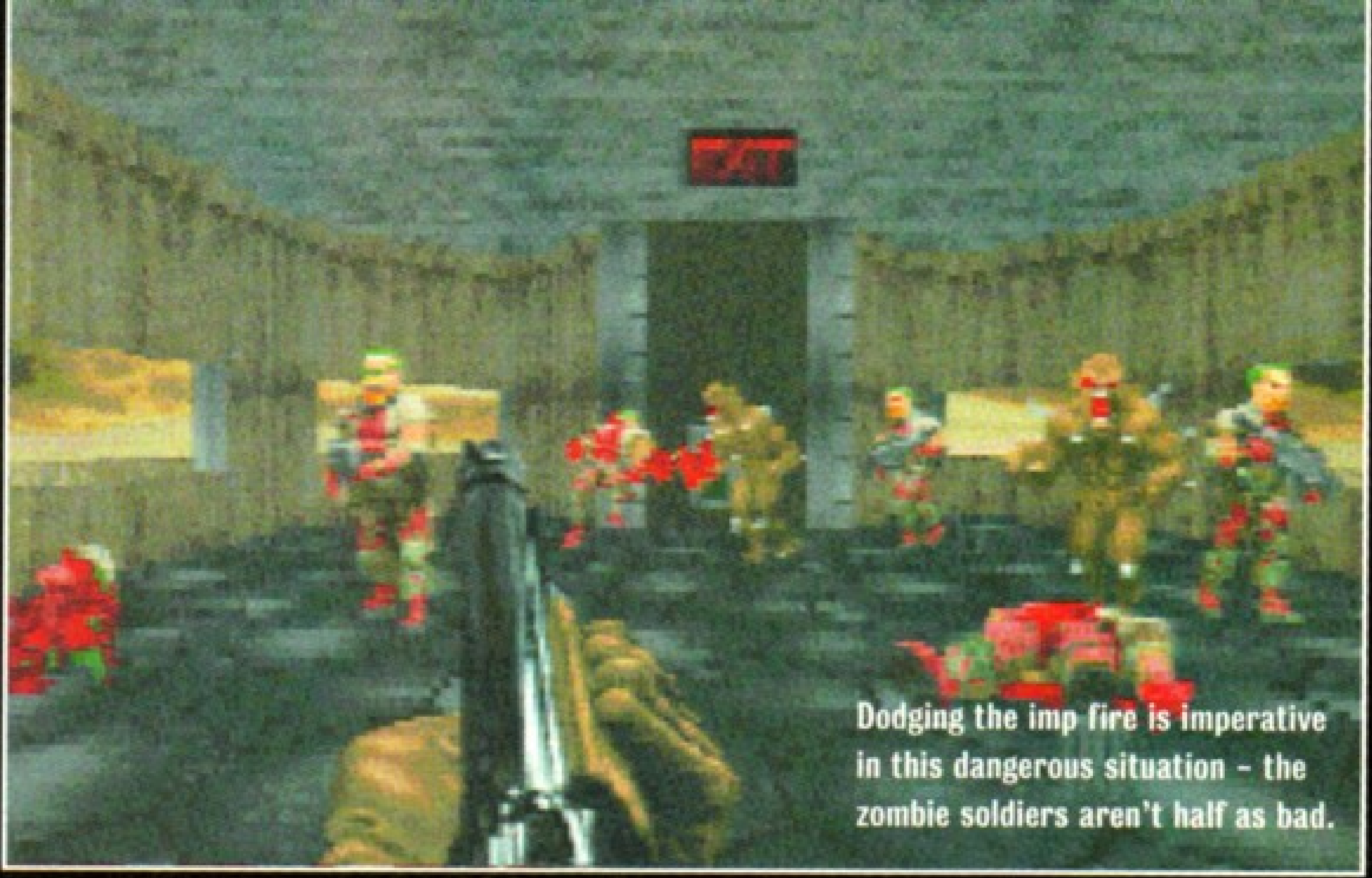
YOUR **ARSENAL**

If you're about to set off on a highly destructive suicide mission, you're going to need weapons. Lots of them. Preferably high-calibre, or maybe using rockets. Doom gives you such an arsenal. Fists, chainsaws, pistols, shotguns plus futuristic plasma weapons are yours for the taking. If you can find them. Full details on all ordinance, plus destructive power on the minions of hell will be found in the next issue of SSM.






Here's a nice, pretty vast montage of Doom action - direct from the Saturn version. Blasting down the opposition in order to get some armour on level one (top-left). The zombies fight amongst themselves (top-right). Five versus one (bottom-left) and a secret area yields the rocket launcher (bottom-right). Demons crumple under two loads of shotgun fire (centre).





Dodging the imp fire is imperative in this dangerous situation – the zombie soldiers aren't half as bad.



Demons die in a most satisfying manner.



Invisi-Demons are no problem in a light area.

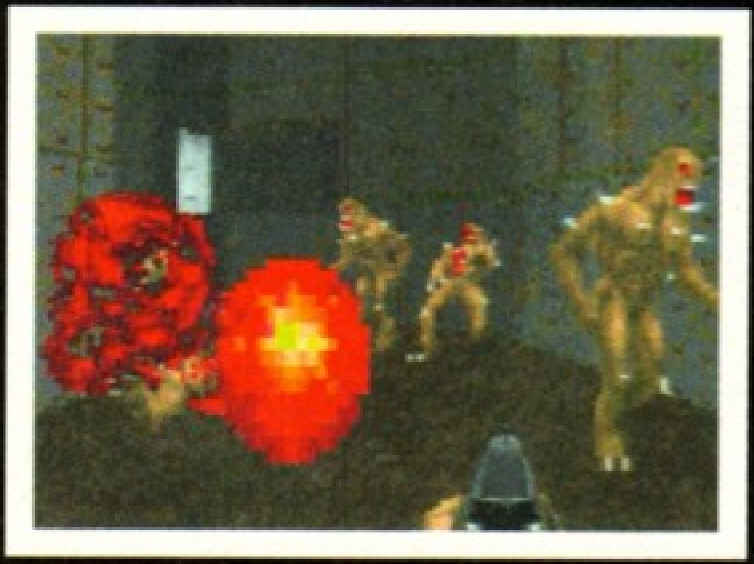


Dodge behind cover then come out firing!

WHAT YOU'RE UP AGAINST...

The legions of hell have been warped to areas of Earth and Mars in the scenario behind Doom. As a hardened marine, you're not quite used to this kind of opponent, but rest assured: two wads of lead between the eyes from your double-barrelled shotgun and they'll drop like anyone else. Here's a small selection of what kind of meanies you'll be up against. It's by no means a complete list... a full-on enemy breakdown will be forthcoming in the next issue.

1. ZOMBIE SOLDIERS The cannon fodder of Doom. The soldiers can all be taken out with one shotgun blast, and come in two varieties. The pistol-packing zombies can't aim and have poor damage-inducing capabilities. The sergeants are more problematic. They're a bit tougher, and their shotguns rip into you at close-range.





2. CHAINGUN GUYS A Doom 2 monstrosity that crops up all through the Special Edition Saturn version of the game. The chaingun guys go down with one shotgun blast, but have a tendency to hide in awkward places, spraying lead all over the place. Once they have you in their sights, they're difficult to shake.



3. IMPS Humanoid brownish hellspawn. Imps like nothing better than gnawing on the remains of human corpses. Since you're the only human around in Doom, you're in trouble really. They bite at close range and let off fireballs from a distance. Imps also have a tendency to attack in groups. Watch out for the nightmare variety later on in the game.



4. DEMONS Large. Pink. Enormous teeth. Very hungry. Watch out for these qualities in these rampaging beasts. They can't hurt you at range, but once they're close, they'll have your face for dinner. Blast 'em with shotguns or take them down in a one-on-one teeth versus chainsaw situation. Intriguing...

5. NIGHTMARE DEMONS Large. Pink. Enormous teeth. Very hungry. Oh yeah, and semi-invisible! Aside from their eye-deceiving powers, Nightmare Demons are much the same as the common or garden variety. Don't expect them to cause many problems in the early levels, but when it comes to the later, darker stages, you could have lots of difficulties.



6. PAIN ELEMENTALS A horrific other-dimensional being, first introduced in Doom 2. Pain Elementals are large, round and intent on causing the maximum amount of hideous pain before killing you. Slowly. They also spew out Lost Souls at regular intervals and even when they die, they try to take you with them.



MULTI-PLAYER: THE FULL STORY

It could be said that PlayStation has had an advantage over Saturn in its link-up gaming capabilities. Well, all of that is about to end. The Saturn link-up cable has been out in Japan for aaaages and actually came bundled with Gebockers (a cacky robot fighting game) – the first game to use it. Companies haven't exactly been quick to make use of this hardware, but id software insist on their conversions featuring multi-player action, so both Doom and the forthcoming Hexen feature link-up tomfoolery. So how does this affect the game? Read on...



COOPERATIVE

Playing Doom in Cooperative Mode is basically the same as the one-player game, with one enormous difference. Your mate, linked-up to your Saturn, is battling the demonic minions by your side. Not many people take up the Cooperative challenge, but in actual fact it's a whole lot of fun. The carnage reaches new levels with twice the amount of lead, plasma and rockets flying around the place and it's possible to "wrong foot" some of the more powerful beasties by attacking from two sides. It's also a nice diversion from DeathMatch, which to be honest, is where the real fun is...



DEATHMATCH

When id software created Doom, they created it with DeathMatch in mind. In fact, the multi-player game was coded up first, followed by the single player experience. So what's so cool about DeathMatch eh?

Well, for a start it's about hunting and being hunted. Your quarry is human, meaning that you can't just out-guess the game logic or anything like that. Your opponent could well be every bit as cunning as you. Every game is different and success is entirely down to skill, not memory.

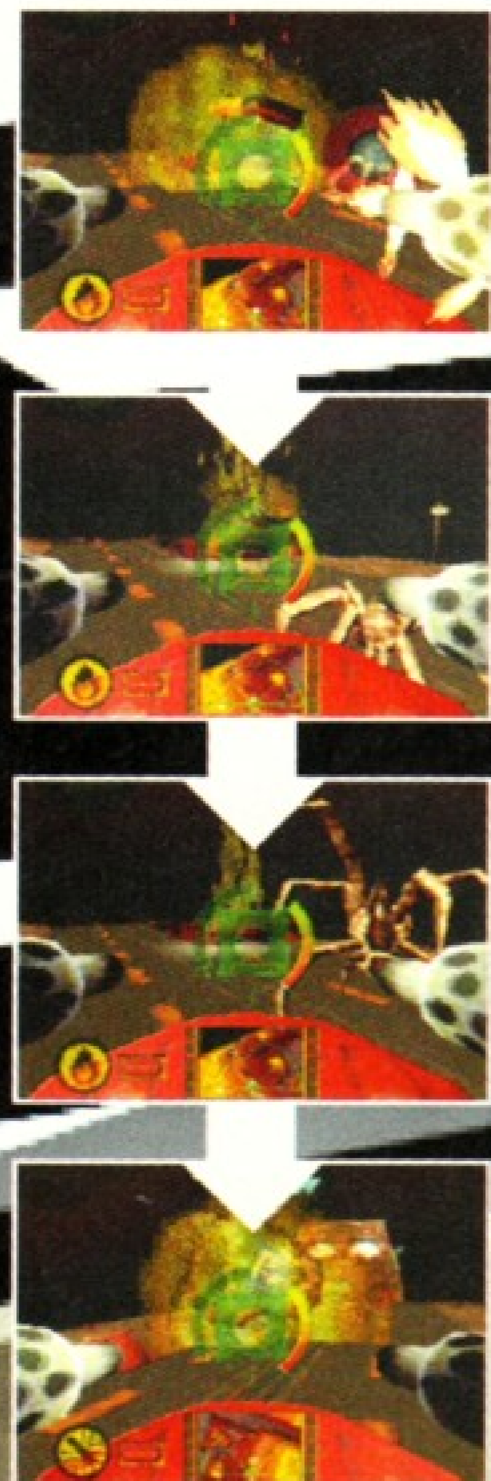
The objective is simple: the levels are cleared of all monsters, and extra health, pick-ups and weaponry are dotted around. Pick up the weapons and blast the hell out of your opponent. Both of you have infinite lives and every time you get a kill, a "frag" is added to your score. You can end the level any time you wish, after which your kills are totted up. The winner is (obviously) the guy with the most frags. It's that simple really.




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A zombie packing a shooter might not seems like much of a threat to a fully-armed cruise missile, but it is. So stick that in your pipe and smoke it.



The spider beasts of Blam! Machinehead are very scary indeed. They move just like real spiders, but they're about a thousand times bigger. Blow them away!



RAGE AGAINST THE MACHINEHEAD

Obviously developed by heavy metal fans, Blam! Machinehead is the latest project to storm out of Core's Derby HQ. As usual, needlework is not on the menu. Rad takes a look at their latest blastfest...

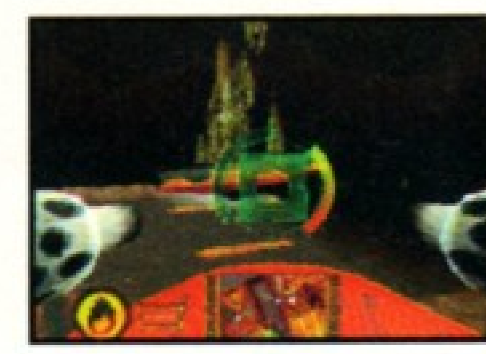


That'll be the Machinehead Core, then. Not to be confused with Machinehead BY Core, which is the game. This is the Machinehead Core himself, who is the mutated DNA nanotechnology bloke. He's your main target. You should point the other way and shoot him.





Wahey! It's an ice level! Wonder if there's a nuclear mine cart section?



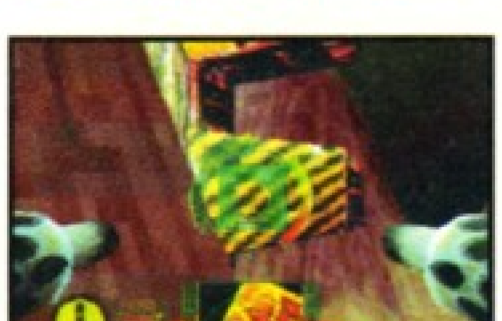
Blow up cars like some kind of Compton rioter. Except the police won't get you.

Back in the 1950s it was a piece of cake to come up with a good science fiction yarn. All you had to do was bung in a mad scientist with a secret formula and you were away. Fix him up against a dashing dimwit hero with a clean jaw and a beautiful screaming female (preferably his own assistant) and all the essential elements of the tale were in place. You knew where you were back then. Especially if you added a paranoid anti-communist storyline.

These days though, things have moved on. Tradition has given way to cliche, and today's passive consumers demand ever more complex plots to sustain their interest. As Blam! Machinehead aptly demonstrates, these days you have to have to have two mad scientists. Sheesh.

Blam! is what our movie-maker chums (if we had any) would call "high-concept". What's happened, right, is that scientists have invented nanotechnology, which is, like, really small machines and that. These machines are grown in tanks (because they're sort of organic and self-replicating, right) and make our lives better. Lord knows why. I mean, how are you supposed to fit a whole load of clothing into a washing machine smaller than the head of a pin, eh? Anyway, there's this bloke called Callam Violdreer (it's the future, by the way, as if that cyber-name won't have tipped you off) who programs the instructions for the tiny machines, which is apparently a very menial and crap scientist's job. Although it sounds pretty complicated to me. Anyway, he tries to improve his life by implanting loads of microscopic machine things into his body to make himself superhuman, but his plan backfires. The little robot creatures replicate his DNA and then run around the world spreading and spreading and eating everything that isn't him until they've practically destroyed society within 48 hours. Luckily for the scientists of the Earth, they're holed up in a bunker under the ground safe from this biomechanoid plague.





Two of them, Dr Kimberley Stride and her assistant Orville, have stopped celebrating their survival and laid off the NASA-subsidised champers for long enough to come up with a plan for retaliation. They've built a big moving cruise missile with a nuclear warhead, and they've pinpointed Callam (now known as the Machinehead for obvious reasons). All they need now is a human brain to guide the thing to its objective – the Machinehead head. Next thing you know Orville has decked Kimmy, dressed her up in some pervy gear for no apparent reason and strapped her to the missile. Guess which of these three characters the lucky player is saddled with controlling. Well, here's a clue – it's not either of the mad scientists.

FLY! FLY YOU FOOLS!

Your floating bomb carrier doesn't move like a normal car, or even 'plane. As a result the controls are a bit on the complex side at first. The D-pad rotates your craft anti- and clockwise and, to a certain extent, up and down. This makes it easier to aim all over the shop without flying around and performing complex turns. The A and X buttons accelerate forwards and backwards, so you can manoeuvre around the twisty level layouts without falling into chasms the whole time. And, as if this wasn't enough, B and C slide you from side to side, to strafe your opponents without being an easy target for their missiles. It takes some getting into, but once you have got the hang of things, Blam! moves most instinctively.





An evil arachnid bites the dust! A blow for big shoes!



These bug helicopters are quite funny. Kill them.

THAT STRIDE'S **GOT NO BLOKES ON!**

Piloting a cruise missile to destroy a God-like machine dictator unwittingly responsible for the almost total annihilation of mankind isn't as easy as it sounds, you know. There's more to it than just steering the tip at the mechanical bloke and smiting him. See, Callam knows you're coming, and he's set up a whole range of fiendish devices to stop you. Roads have been destroyed, routes sabotaged, and reality drastically altered just to stop you (more on this later). Worst of all though is his army of grotesque biomechanical droids. These have taken on the grotesque forms writhing in his subconscious (it says here), so the threats range from shambling zombies to giant robot spiders. Frankly they're all very scary.











Machinehead is absolutely rammed with grotesque enemies. Things start fairly gently with giant spiders and zombies, then progress to hardcore nightmare material. There are giant termites (really disgusting), scary big dinosaurs, fire-breathing dragons, and some of the hideous genetic mutations pictured here. These are the hardest type of foes to obliterate. They will destroy you.

MINE CARTOGRAPH SECTION!

I know about three people who have a strange obsession with maps. They collect them, and put them up on walls and things. And the credits to EastEnders show an aerial map of London. This leads me to believe that maps are an important cultural phenomenon, so I applaud Blam! Machinehead for its inclusion of a map. But this is not an ordinary map. Along with the usual displays of where things are you'll find with maps, this electronic map updates itself to show where your mission objectives are. It even flashes the next hot spot to head for. And, just to be clever, it also shows enemy bullets. This last function is very useful, as play doesn't halt when you call up the map screen, so you're vulnerable to attack whilst your vision is obscured by cartography.



This is a map of one level.



This is a map of another level.



Hi kids! Orville the Scientist here! I'm a-gonna strip you buck naked and strap you to my king missile, ya li'l chickens! See ya in the funny papers! Yahoo!

(RIGHT) The terrain in Blam! undualtes and rocks your floating car all around. Some levels have fatal falls down cliffs or into swamps. Be very careful with your driving.





LET **FREEDOM RING** WITH AN IO-STORM

The main aim of Machinehead is to kill things. Don't feel bad about it – they're all mutated machines anyway so they don't really count. Plus, they've eaten all your friends, so they deserve it. Anyway, it'd be a shame to waste all the neat weapons Blam! offers the player. The basic armament is your chain guns, which are fine for smiting the weaker enemies. The bigger and more powerful ones may require one of your special weapons, listed below.

1. FLAME THROWER Long range but not too powerful jet of flame.
2. MISSILE Straight-forward high explosive device. The most commonly found secondary weapon and very useful.
3. HOMING MISSILE Not many of these around (and you can only carry 20 at a time), but they're ace. They lock onto an opponent, beep, fire, chase them and blow them up.
4. PROTON CANNON Like an energy-firing chain gun. Highly powerful and well worth searching out.
5. LOB A proton grenade by any other name, this is a one-shot device which can cause lots of damage over a fairly extensive area.
6. DISRUPTOR Like the Lob, but even more powerful. I like this one.
7. IO-STORM A whacking great smart bomb of an electrical storm. This one looks brilliant, but it's easy to waste when there aren't many enemies around.

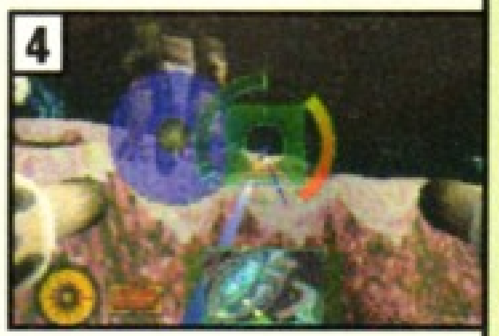
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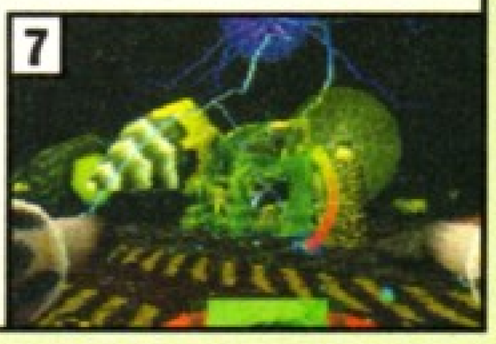
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6



7





ORVILLE – WHO IS YOUR VERY BEST FRIEND?

Blam! revels in its B-movie plot, and it would be a shame if the loving attention lavished upon the storyline were confined to a rendered intro and the inevitable end sequence. But Machinehead has no shame, because it updates the yarn every few levels with another rendered sequence, with Orville rambling his mad nonsense at you. This means you're kept abreast of the latest developments in your mission, and entertained at the same time. Unless you accidentally press a button and skip the sequence.











Mmm, yes, obviously the red cliffs and soil prevalent in Blam! is a clue as to the nature of life on Mars. Fascinating. Yes.



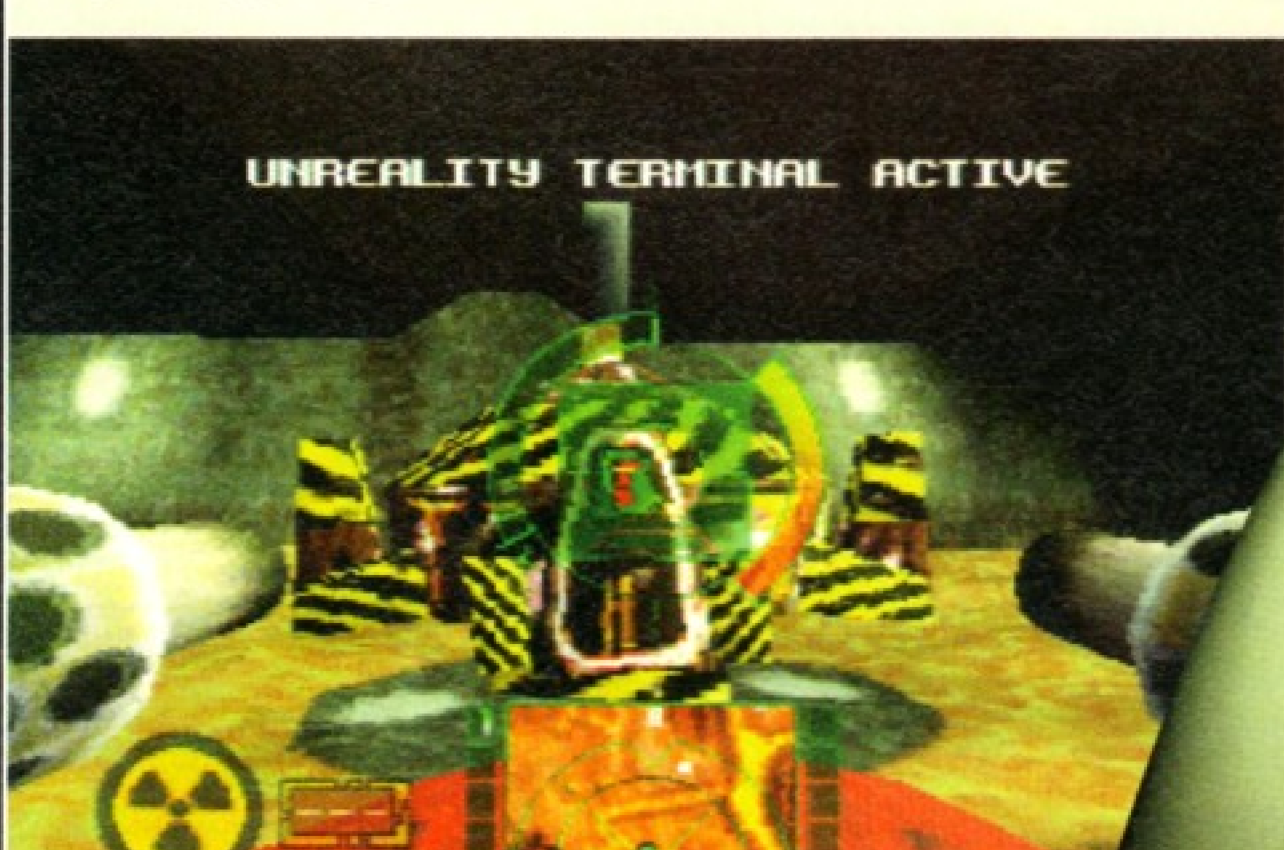


TICK TICK TICK

As you might expect from a large bomb, the nuclear missile upon which you're perched is highly explosive. It's also primed to blow on impact, so you can imagine how fragile its little nose is. Thus it's wise to avoid getting shot at. Physical damage weakens the casing of your device. Should you sustain more than 87.5% exterior damage the atomic clock which regulates detonation is triggered. The countdown lasts thirty seconds, and if you don't find any extra energy in that time limit it's boom-time. Plus there's still the danger of being shot to bits before you get the chance to explode with dignity. Should you chance upon a life-up icon in your frenzied travels, however, the clock is paused – although the timer isn't reset totally until the next level.

LIKE, TOTALLY UNREAL, DUUUUDE

This Machinehead Core bloke is quite powerful. So powerful that, despite being a dunderhead, he can mould reality to his will. The very earth of Earth obeys his commands, keeping items essential to your success out of your reach. Luckily there are numerous Unreality Stations around the level. Fill one of these with the requisite Unreality Key and you'll alter unreality to reality (or something). Anyway, you'll be able to complete the next mission objective, by lowering the land and stuff. There are also Reality Keys. But they're like normal keys. They just open doors.

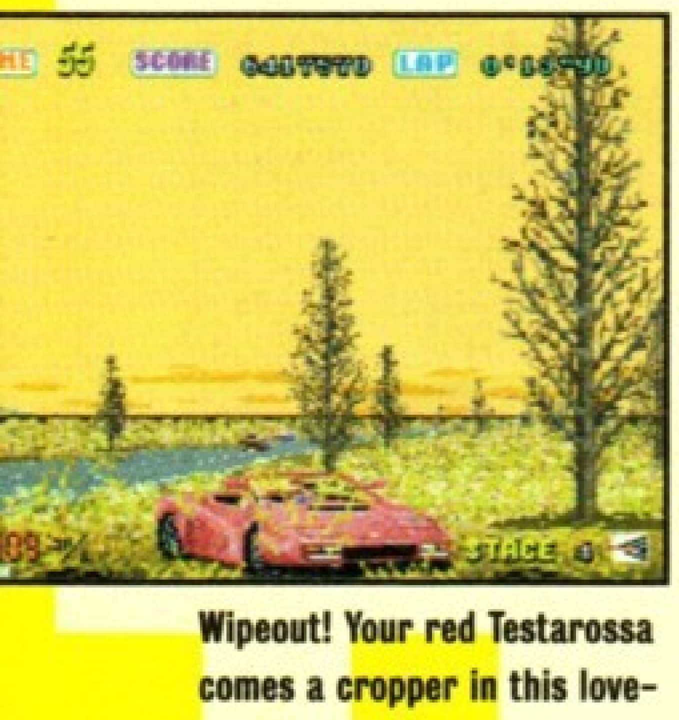




This is Professor What's-Her-Face, like anyone cares. She's got big knockers.

OUTRUN with the Devil

We do like our retro games here at SSM. It's the spirit of the age you know, the zeitgeist – looking forwards by looking back. Or something like that. We might just be old codgers. I remember when games were rationed, you know.



Wipeout! Your red Testarossa comes a cropper in this lovely autumnal scene.



Once upon a time there were no such things as polygons. Well there were, but they were confined to the maths classroom and kept well away from the corrupting influence of video games. Technology didn't really have the power to harness 3D calculations at a speed that would allow you to fill a fast-moving game screen with them and keep everything animated. So back then smooth 3D effects were all handled by sprite scaling, the process of shrinking and enlarging graphics to make them look as if they were receding or approaching.

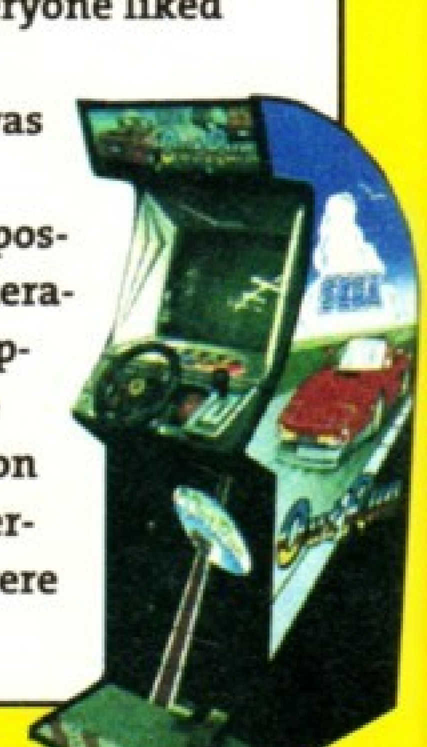
The king daddy chip set of the scaling scene was known as Super Scaler, and it was developed and used solely by Sega. Like Model 3 now, Super Scaler was responsible for a whole wave of awesome coin-ops which stunned players across the globe. Except in Latvia. Apparently they couldn't have given two figs about it there, where it was known as Szipir Scalung. Anyway, Latvia aside, everyone else flipped, and with good reason. Nothing like this had been seen before.

Of course these days it's all been seen a thousand times before. Mode 7 on the Super NES brought rampant scaling into the home and polygons have taken the crown for impressivosity. However, there still hasn't been a home machine powerful enough to handle a perfect conversion of the Super Scaler games, until now. If you thought the 8-bit Master System port-over of OutRun was impressive (which it wasn't), cop a load of these ARCADE PERFECT Saturn shots.

THE CABINET MINISTER... ALL OF IT

The one element of the OutRun "experience" you won't get at home is the thrill of the old cabinet. There were two styles. The one everyone liked was the sit-in plastic Ferrari cabinet which moved around, following the on-screen vehicle. The second was a stand-up thing with a steering wheel instead of a joystick. It was nigh-on impossible to play, however, because the accelerator pedal was mounted on a weird sloping floor board. So unless you were very good at balancing on one foot on a steep gradient whilst exercising perfect control of the other ankle you were definitely onto a loser.







Taking the far left route brings you into desert terrain. Things are very hard here.



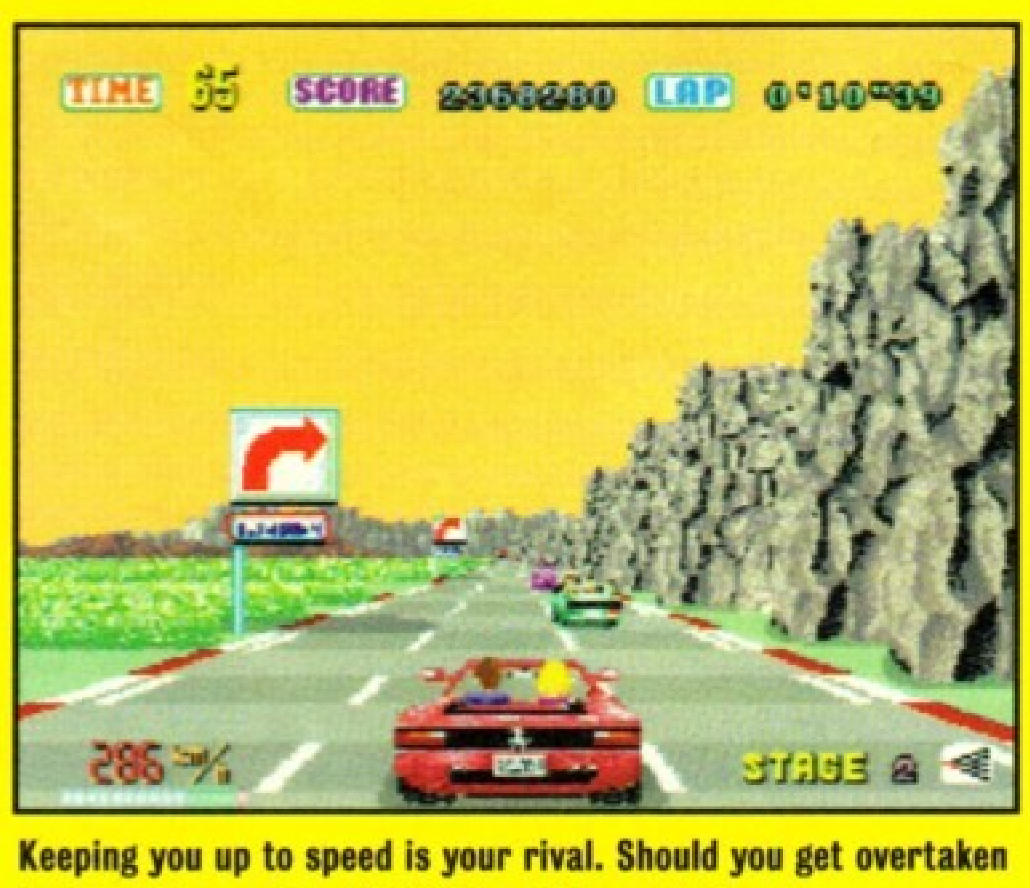
In this game, the player has opted for the classic easy right-left-right route through.



That's not really the way to treat a customised version of a £100,000 Ferrari is it eh?



Outrun was one of the first coin-ops to feature traffic that moved at different speeds. That adds to the challenge.



Keeping you up to speed is your rival. Should you get overtaken by him, listen out for his "Take a hike, pal!" taunt.



NUDGE NUDGE WINK WINK

One of the reasons I seem to remember me and my friends playing OutRun when it came out was because your pretend driver had a pretend chick in the car with him. This was the ultimate game accessory as far as we were concerned, and not until the new (and tragic) Highway 2000 has this been replicated. Of course, as is the norm with this kind of vague cheesecake, she didn't really do much. Except have a fit at you if you crashed the car. Women, eh? Anyway, at least it isn't as sad as some of the letters we've been having recently about non-existent lasses from games. Some of you lot are twisted, you know.



Sparse scenery in OutRun, but plenty of it.

The version of Outrun we've played in its Alpha "first playable" stage of development, but already it's virtually arcade perfect with all the music and everything. What is also good news is that the Saturn's memory contains all of the graphics, so not multiloading when you choose your route.





YO, WICKED DOPE BEATS MY MAIN MAN

OutRun was the first game to allow the player to choose their own favourite soundtrack. This function has obviously been retained for the Saturn conversion, with all three tunes on offer converted pitch-perfectly for the home. They're kind of Eighties surf-pop electro cuts designed to go with the very Eighties premise of driving a big sports car across America. Still, even nowadays it's hard to think of a game which can beat the tunefulness of Ocean Breeze and Splash Wave (that's my favourite). Magical Sound Shower has the best name, but it's not quite as catchy as the other two hits. They should release Splash Wave as a single. Christmas number one, I'm telling you.



OutRun





THE LEFT-HAND PATH

OutRun may seem like an ancient relic from a bygone era, but there's a number of gameplay innovations that the big games of today would do well to copy. Probably OutRun's greatest longevity asset is the ability to choose your route to the end. At the end of each stage the road forks into two directions, each leading to a completely different tack and background. Some are easier than others, so it's worth experimenting with different paths. There are FIFTEEN different stages in all (although you only need to beat five to win the game), and these end up at one of five different endings, depending on where you end up on the map. Some are funny, some take the mick. Collect the set!



ADVERTISERS INDEX

SEGA SATURN™

Review *Index*

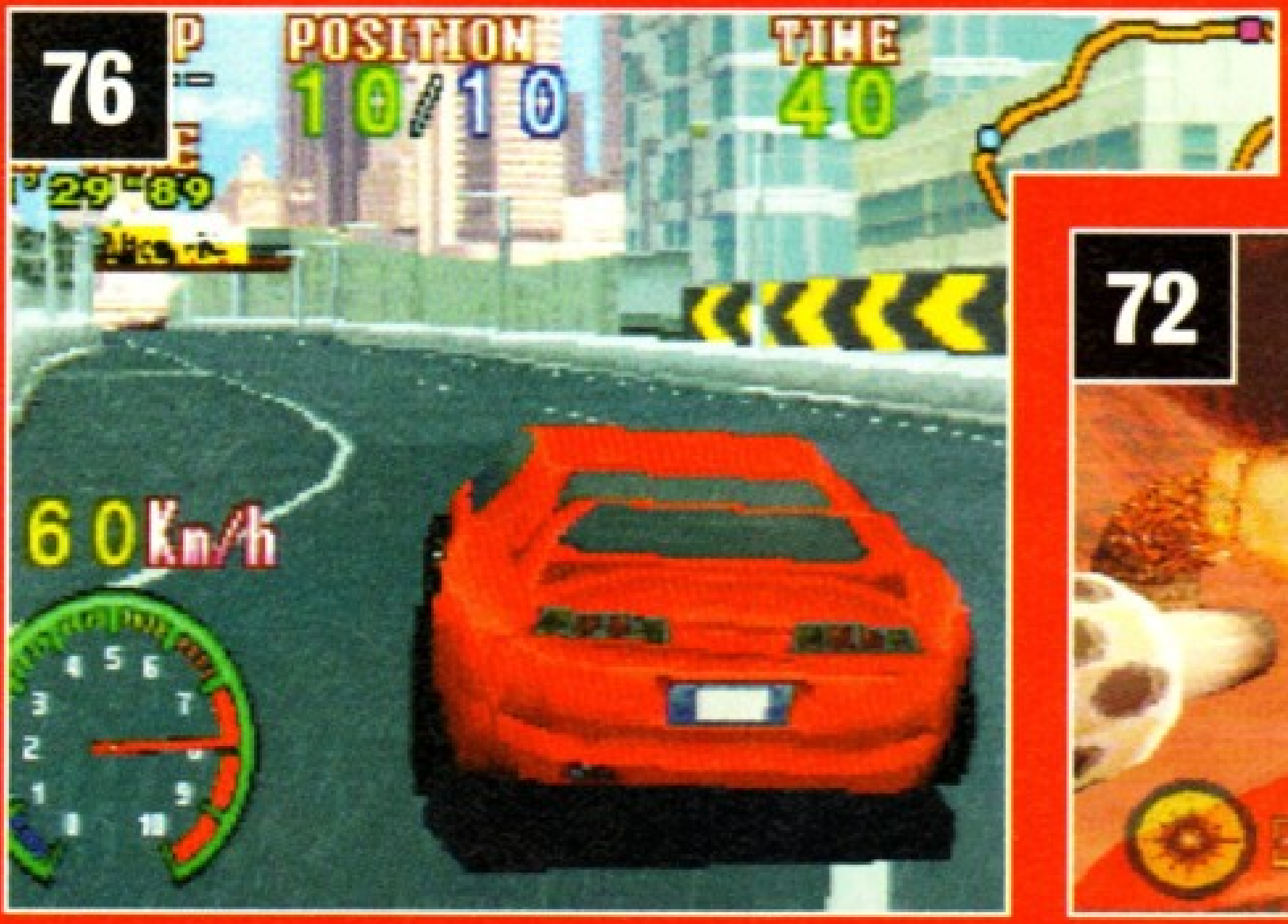
Yo dudes! Elvis here from beyond the grave! How's it hanging? Is it hanging to the left? Or to the right? Or from the ceiling? Anyway, just a quick word to say that ever since I died on the toilet, I've taken a fresh look at life. How I squandered it on the trail of rock 'n' roll excess and fatty foods. These days I take regular jogs around my cloud and play lots of invigorating Sega games. They're my fave! I also like reading SSM with its funny bits and informative reviews. It's a hunk of hunk of burning loveliness if you ask me! Ha ha! Anyway, before I go I've just got time to tell you about this month's Reviews section. It's got lots of good games in it, including the brilliant Fighting Vipers on page 66! Hola amigos! Blue suede shoes up your a-hole, ELVIS.















BY	SEGA
PRICE	£TBA
STYLE	SPORTS SIM
RELEASE	SEPTEMBER

With the football season kicking in, and a whole new host of international stars in the Premier league, it's time to introduce another footy sim to the fold. This time it's Sega Worldwide Soccer with the boots on, and by the look of things, it could have a bit of Shearer's magic.

For the first time in the history of English football, you'll be able to watch Italian internationals play club football this season. It marks the growing reputation of the Premier League as the place to be if you want to play top soccer. Something worth celebrating indeed, and one way to do it is play Sega Worldwide Soccer '97, the latest football sim to stake a claim on the Saturn's green and pleasant pastures. It's a worthy accompaniment to the real thing as well, proving itself perhaps the best soccer sim yet – even surpassing Euro '96.

The irony of SWS '97's success is that it's based on Victory Goal, albeit very loosely. Victory Goal as you're probably well aware was a pretty awful soccer sim, something that was due in no small part to the faults in the gameplay. With SWS '97 it's exactly the opposite, the gameplay being just about the best I've seen in a football sim. The reasons for this lie in the realistic game logic and the speed of the action. For example, sometimes when the ball is lofted into the penalty area a sweeper might boot it clear, and other times the keeper might attempt to come off his line to collect it. This might sound like nothing special, but it's the way the players adapt to the situations that makes SWS '97 so impressive. Like their real-life counterparts, footballers in SWS '97 can make mistakes, meaning you might face a goal-mouth scramble or a sudden break, all of which goes to enhance the feeling of spontaneity and excitement. This coupled with the wide range of moves players can pull off – shimmys, back heels, one-twos etcetera – means that there's a great amount of scope in SWS '97 for some diverse action.



Although SWS '97 doesn't use real players (which you can actually put in yourself using the team edit mode), it does nevertheless include the full roster of international teams, each of which plays in correspondence to the talents of the genuine side. Italy for example are excellent passers of the ball, the Brazilians have some great individual skill and the Germans maintain their tradition of ruthless efficiency.

As for the graphics and animation, these match if not surpass those in Euro '97. The attention to detail is amazing, with every trap, flick and shot looking incredibly refined and believable. Obviously this makes playing the game all the more pleasurable, especially when you string together some neat passing or manage a searing volley.

As is traditional in sports sims, SWS '97 features all of the relevant peripherals in terms of stats and customising options. There's the chance to tinker with your formation, sort out substitutes and even employ the 'coaching' option. What this means is that whenever you press a certain button the players will put a set play into effect like a fast break or the offside trap.

One of the problems with soccer sims is that you'll go and buy one only to find a better one released a month later, something likely to leave you a bit jaded about the whole business. But worry not because if you do choose to chance SWS '97 it will keep you more than satisfied for at least as long as the football season itself.

ROB

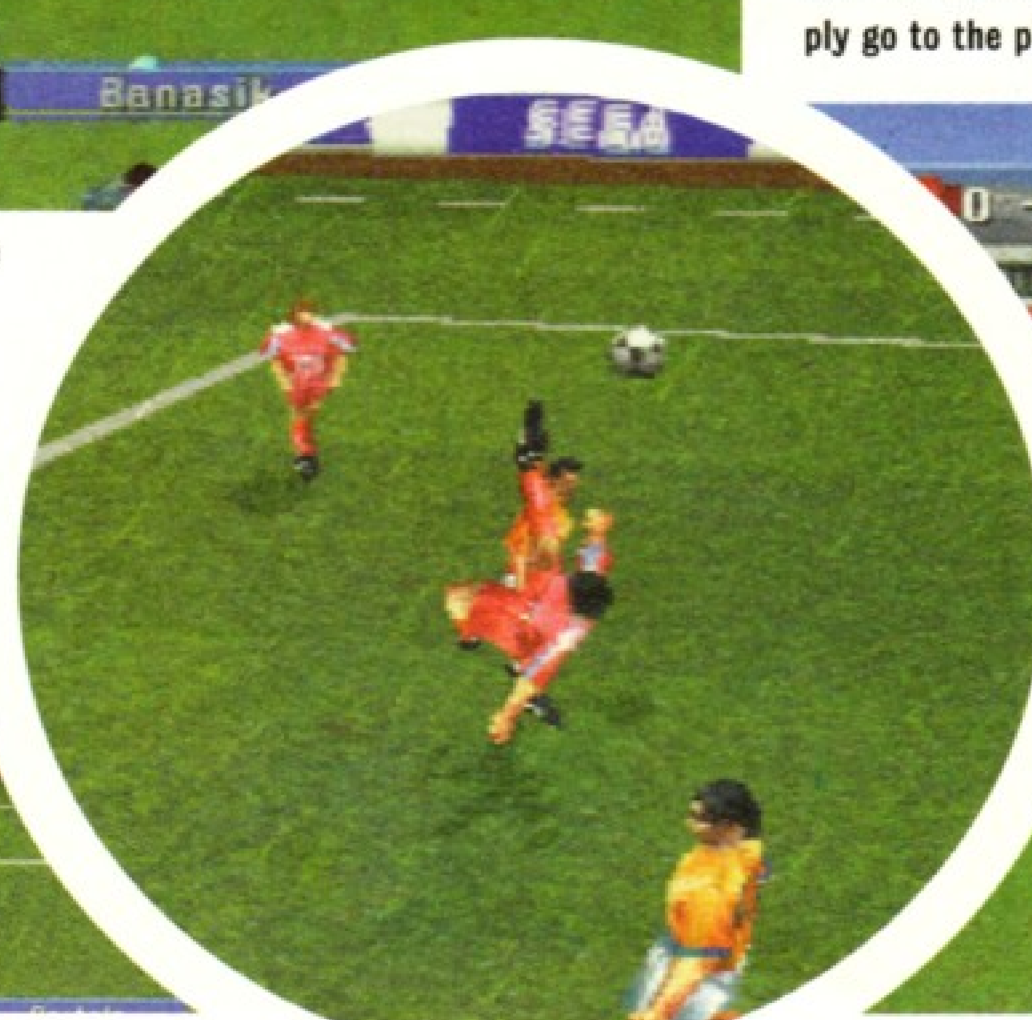




Good ole' Carels of France. Of course, Carels doesn't exist as a player in real life. If you do want the names of the real players then simply go to the player edit mode.



On your right you'll see one of the most spectacular attempts at goal in football. The classic bicycle kick. Coooool.









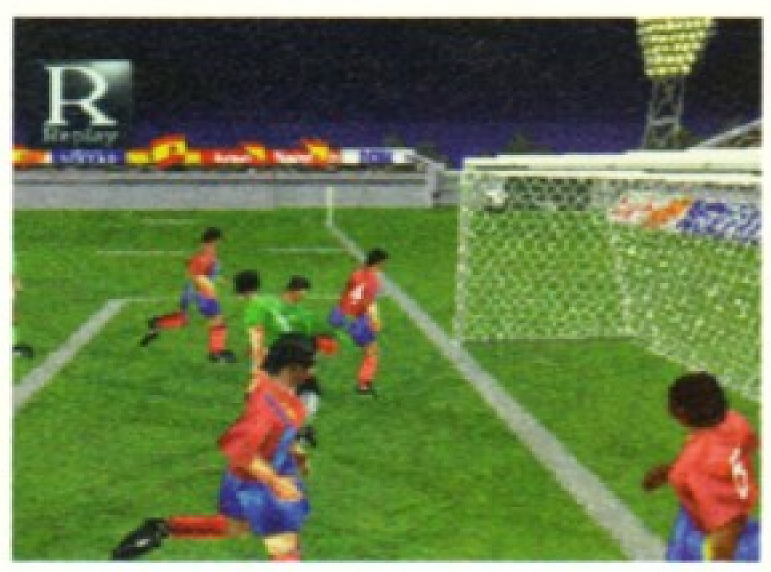
The defence is in a shambles! Ciaglinski is through! It's certainly up for grabs now! Doom to Blighty! It could be all over for England!...Oh, hold on. It's only the first half.

Sega Worldwide Soccer '97

RECOMMENDED BY SEGA SATURN MAGAZINE 94%



You might know Morricone as the guy who composes music for lots of top films, but whenever he needs a bit of inspiration, he always enjoys a bit of a kick around with some Italian internationals. And good luck to him I say.



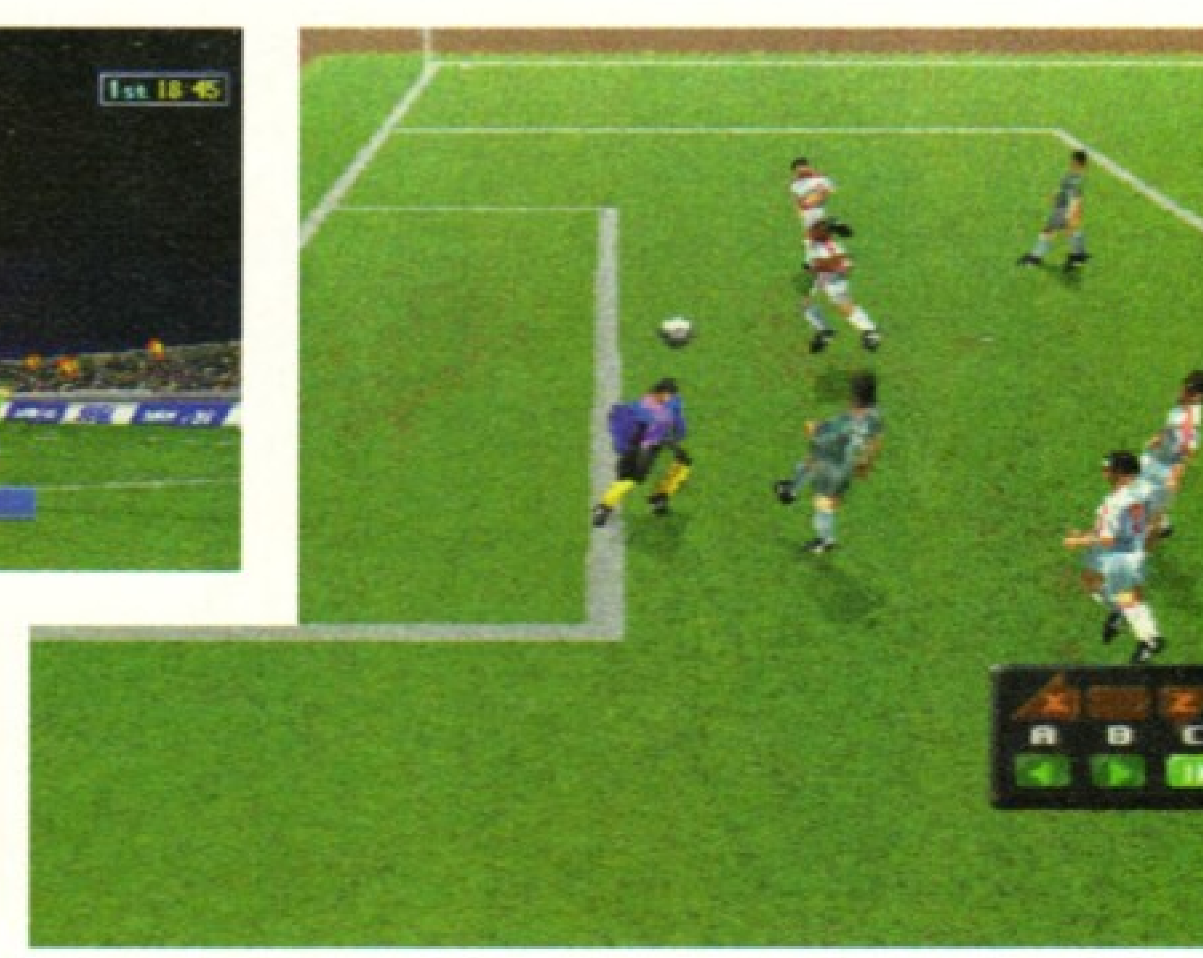












The replay mode lets you see your most impressive skills frame by frame. Here the England striker chips the keeper.

LOOKS FAMILIAR

As readers of the main text will know, although SWS '97 features just about all the major world teams, the names of the team members have been changed. Now with the editing facilities available in the game you can change them all back should you so wish, but before you do, we suggest you check out the names of some of the Scotland and Wales players. SSM readers might find some of the aforementioned monikers slightly familiar...







The most comprehensive football game yet to appear on the Saturn, Sega Worldwide Soccer '97 combines dazzling graphics with some really sensational gameplay.

graphics	92
sound	90
playability	95
lastability	93

overall **94%**



BY	SEGA/AM2
PRICE	£TBA
STYLE	PUNCH UP
RELEASE	OCTOBER

Yet another brilliant AM2 coin-op arrives on Saturn - direct from the labs of the world's greatest coders! In terms of fighting games, it's up there with the best, being a more arcadey fighting feast than the awesome Virtua Fighter 2. For the full monty, read on...

AM2 fighting games are a dream come true for most people. After all - let's face it, there's nothing quite as satisfying as punching someone's face in, is there? The problem is, of course, that it's quite illegal and you can get banged up for it. And put in jail before that rather unfortunate consequence. So that's the beauty of those 3D fighting games. They look incredibly realistic and you can realise just about all of your sadistic fantasies, plus no-one gets hurt (because it's not real) and it's all good clean fun. Hoorah.

For the average Joe (or Joe-ess) on the street, AM2's newie goes one better over Virtua Fighter. It's a lot faster, a lot more brutal and rather than just knock people out of the ring in quite a nancy fashion, you can now smack their faces into the walls. Or through them, if that's what takes your fancy.

That's probably the first thing you notice about Fighting Vipers. The backdrops are a lot better than in VF2, with walls surrounding the ring (portrayed in briiliant 3D). The far buildings are still 2D, but here it just doesn't seem to matter because for the most part the wall obscure them. What's more, they don't just look pretty - these surrounds serve a purpose. Rebound your foe on the wall to initiate some awesome combos or break them down with a brilliant finishing move.

Fighting Vipers is far more of a gratifying experience to the average gamer than VF or its sequel. The game runs at a faster lick of speed and realism has been thrown to the wind in a Tekken stylee, making those outrageous moves even more pleasing. There is nothing to beat the feeling of countering an opponent's move with a power technique and watching them fly out of the ring, the walls literally exploding as your opponent's hapless body smashes through. It's an untouchable experience.

Vipers also improves upon VF2 to introducing armour to each player. Are you just going to bludgeon your foe into submission or are you going to strategically take out their armour and inflict more damage with less moves? The choice is yours.

Technically speaking, Fighting Vipers is untouchable. It features all the light-sourcing and stuff that PlayStation owners have been enjoying on select titles and destroys the Toshindens, Namco fighting titles and what have you that PlayStation owners have to made do with. But what's important is that Fighting Vipers is so very close to the coin-op original. Bear in mind that the Model 2B board powering Vipers handles many more polygons than Virtua Fighter 2 and you can just about appreciate what AM2 have achieved in pulling off a conversion as close as this. Yes, there are some small graphical compromises, but just like VF2, once you've bought this, you need never go near the coin-op again.

In fact, it could be argued that the Saturn version of this incredible game actually betters the coin-op. The presentational skills that AM2 are famous for strikes back with hod-loads of brilliant options and modes, including the ability to save off your best replays onto the Saturn's memory.

AM2 are a class act and are undoubtedly second to none when it comes to arcade games. And the Saturn conversions thereof, it would seem.

RICH

RECOMMENDED BY SEGA SATURN MAGAZINE 94%



As you'll see in the moves guide that we've started in this issue, Bahn doesn't have that vast an array of moves. He's also a bit slow in executing them. The trade off? He's *extremely* powerful, so that's all right then.





Sanman's bowling ball throw in full effect.

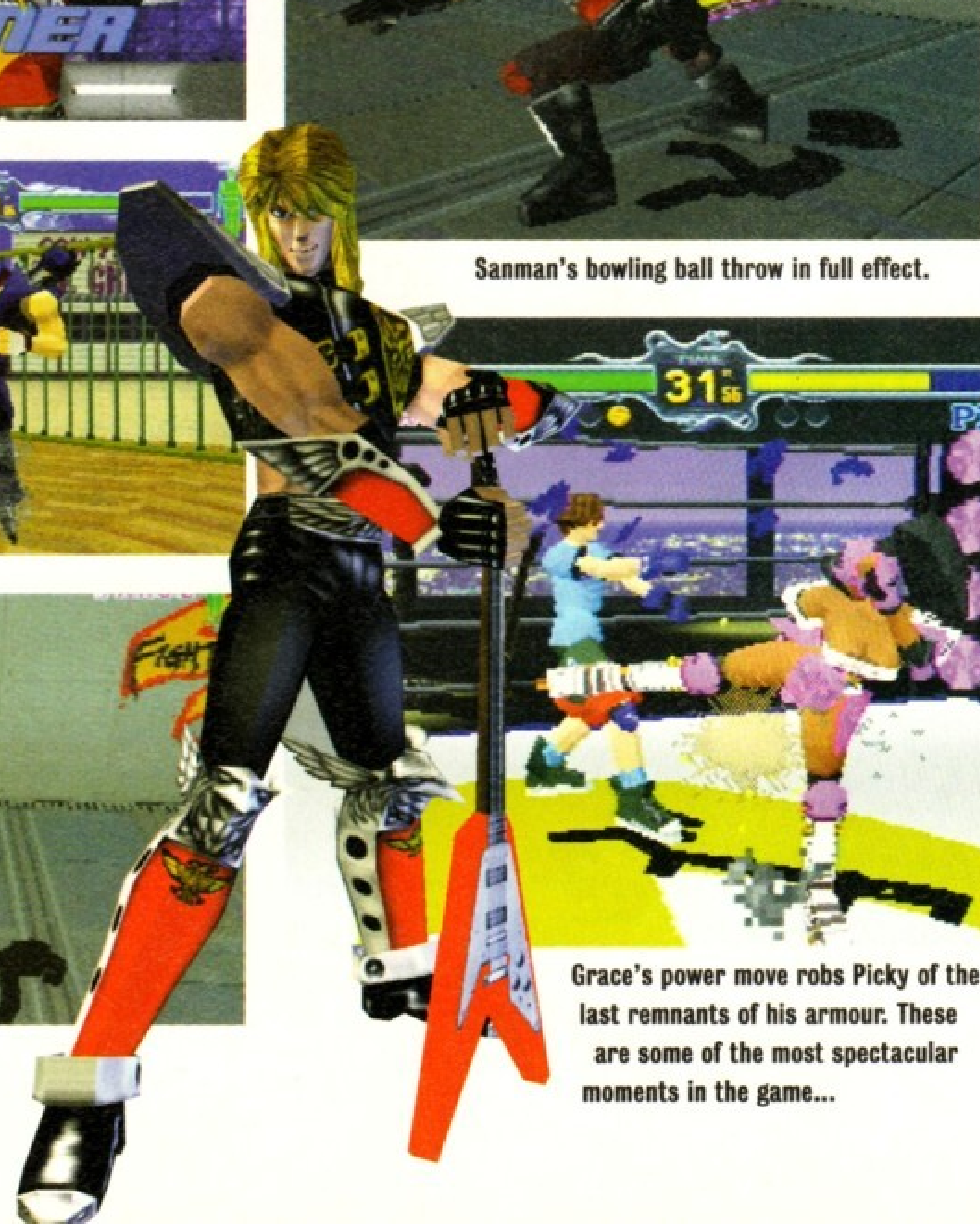




Grace and Candy - two of the Vipers ladies - face off in the Big Factory zone of the game.



This part of the game is missing some of the grafitti from the coin-op.



Grace's power move robs Picky of the last remnants of his armour. These are some of the most spectacular moments in the game...



Fighting Vipers









Armour breaking - how it happens and how it affects the look of the characters. As seen in the pics around this caption.







Side-on victory pose for Candy.



A dramatic view as Picky takes on the far more powerful Jane (above). Only his speed saves him for near-certain oblivion.

VF2 OR FIGHTING VIPERS?

The big question mew Saturn owners should be asking themselves is, what to buy - Virtua Fighter 2 or Fighting Vipers? Obviously the best advice we can give is to play both games for yourselves and decide, but for diehard fighting game fans BOTH titles should end up in your collection.

VF2 has the edge with its hi-res visuals, but Vipers' characters look more three dimensional thanks to some great light sourcing trickery. The update of both games is super-smooth (identical to the coin-ops) and the sound's awesome too.

The real difference lies in the gameplay. VF2 is a game of technical martial arts skills and requires a far deeper knowledge of the controls. Vipers is more of an accessible, speedier game and the inclusion of the fence allows different combination methods than VF2. Buy both games, but if you're limited by budget to just the one, the average gamer will probably get more out Vipers whilst the combat game fanatics should probably go for VF2.





The lovely player select screens (above). Jane gives it some (below).



The powerful Jane lays out Grace with one of her Akira-esque techniques.

Yet another brilliant Saturn title to emerge from the labs of AM2. Far, far better than Tekken and its ilk and more accessible and speedier than VF2. Simply amazing.

graphics	94
sound	90
playability	94
lastability	94

overall **94%**

REVIEW

BY	GREMLIN
PRICE	£44.99
STYLE	SPORTS SIM
RELEASE	OCTOBER

After the amazing success of Actua Soccer (converted to Euro '96 for the Saturn), Gremlin are riding a bit of a high with their sports sims. The arrival of Actua Golf heralds their bid to do with golf what they did with football. By the look of things they've succeeded.

RECOMMENDED BY SEGA SATURN MAGAZINE 90%





There's always two things to remember before buying yourself a golf sim; firstly that once you start playing you might be lost to the outside world for weeks, and secondly that you can look forward to a deepening relationship with your dad who'll insist on playing it just as much as you. Once you accept these twin realities all you've got to worry about is which golf sim to buy. Until now, this has been a bit of a toss up between Virtual Golf or Valora Valley Golf, both decent enough but lacking the refinement of a truly classic golf game. With the arrival of Actua Golf, Saturn owners have the chance to sample life at an exclusive toffs-only golf club, because the game is just about faultless.



What makes it stand head and shoulders above the competition is the attention to detail and the overall polish of the game. In most respects it follows the traditional formula, using the classic control method involving power and timing, and incorporating all of the familiar details like judging trajectory to cater for the wind, selecting which clubs to take on your sojourn, and perfecting skills like backspin. You won't find any groundbreaking new ideas here – after all, the golf genre has a tried and tested formula – but the depth of the gameplay is enough to keep you playing day in day out. The game's excellent handicap system means that if you want to compete against the best of the computer opponents (and play on more courses) you must first achieve a handicap of 'o'. You'll only get this if you've been a success in the amateur competition. In this fashion you find yourself making just enough progress to keep you competitive as you slowly move up the ranks.

Where Actua Golf really goes to town is in its choice of viewing angles. You can analyse your shot from just about anywhere, meaning you get to pin-point exactly where you want the ball to end up. Likewise with the replays, there are about fifteen odd ways to see how you played a shot, if you're really that keen to exploit the option. It's not surprising Gremlin were so keen to give you plenty of opportunities to peruse the course because all of the holes are beautifully rendered with lots of lovely trees, lakes and pastoral skies. The players are all superbly animated as well. Obviously there's not a great deal you can do with a golfer, but the programmers have managed to add some nice touches like a player urging the ball on to the hole when they're putting, or holding their head in despair after an embarrassingly bad shot.

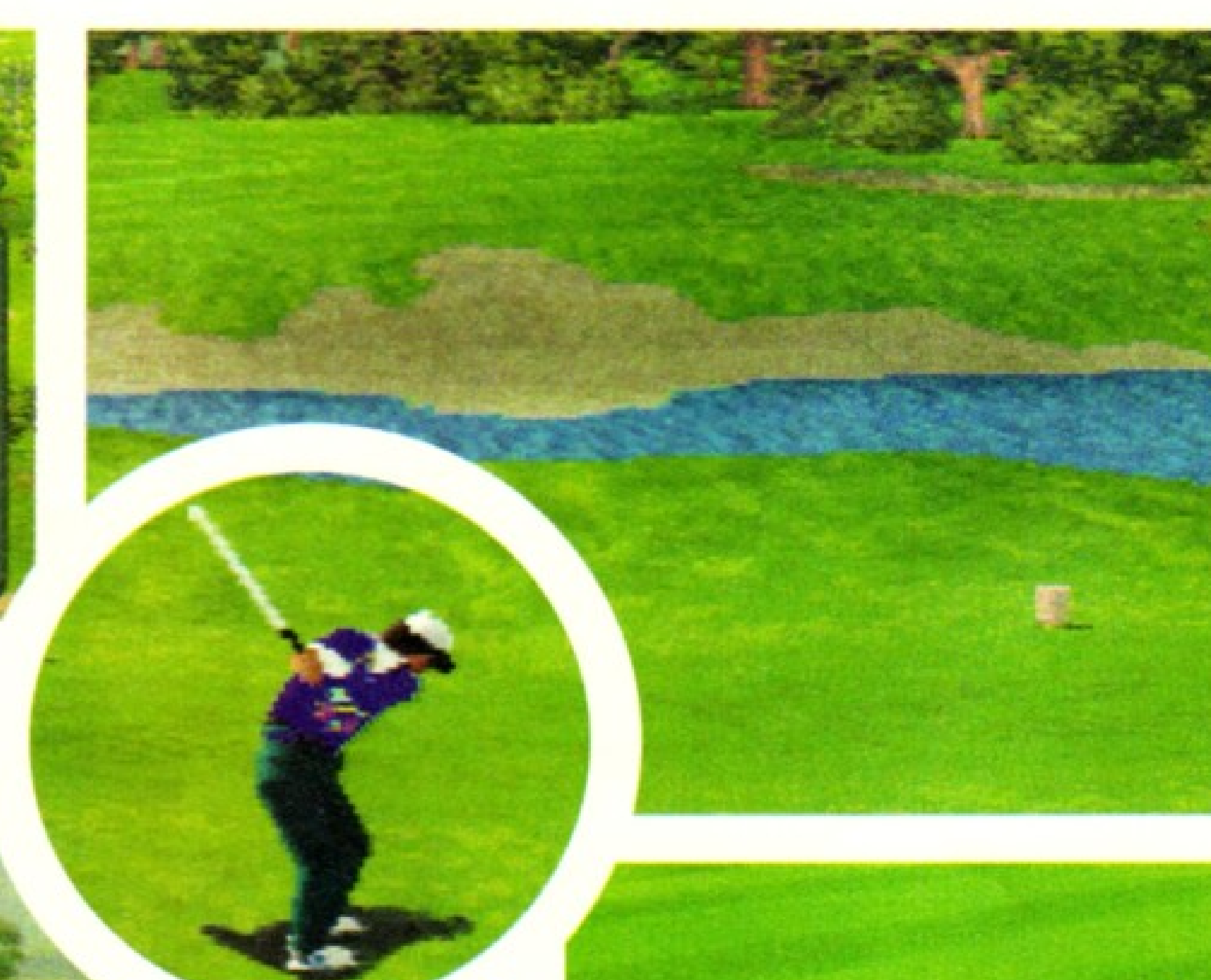
The level of realism is heightened further with what has to be just about the most impressive commentary I've ever heard on a sports sim. The well known voice of Peter Alliss offers classy comments on shots and keeps you informed on the state of play. But more than this, there are another two commentators you can choose from or you can even mix the commentary so you have two of them working up a rapport together while you play your heart out.

Obviously there are those who've be waiting on EA's celebrated PGA Tour Golf and this might make you a bit cautious about committing yourself as yet. Personally, with a golf game as good as Actua Golf available, I'd say the wait is over.

ROB







(Above) Bit of a funny hole this one, what with that huge expanse of water.



You'll notice that this hole has a beach on it so you can take a break after putting and relax for a while. You'll also notice that this guy is wearing a nice white Cheesecutter to compliment his golfing glove. And a jumper that belongs to Noel Edmonds.





I'LL TAKE 'EM

Such is the range and detail of the options in Actua Golf that you actually get to choose what you'd like your golfer to wear. Now at last, you too can select the classic sports casual wear that comes in the shape of Argyle sweaters, tasteless lemon slacks and much more besides. There are four different wardrobes to choose from in all, and each of them is a testament to the odd phenomena of golfers fashion – or breakdance casuals if you can remember back that far.





If there are pretty adverse conditions out there you get a quick weather summary.



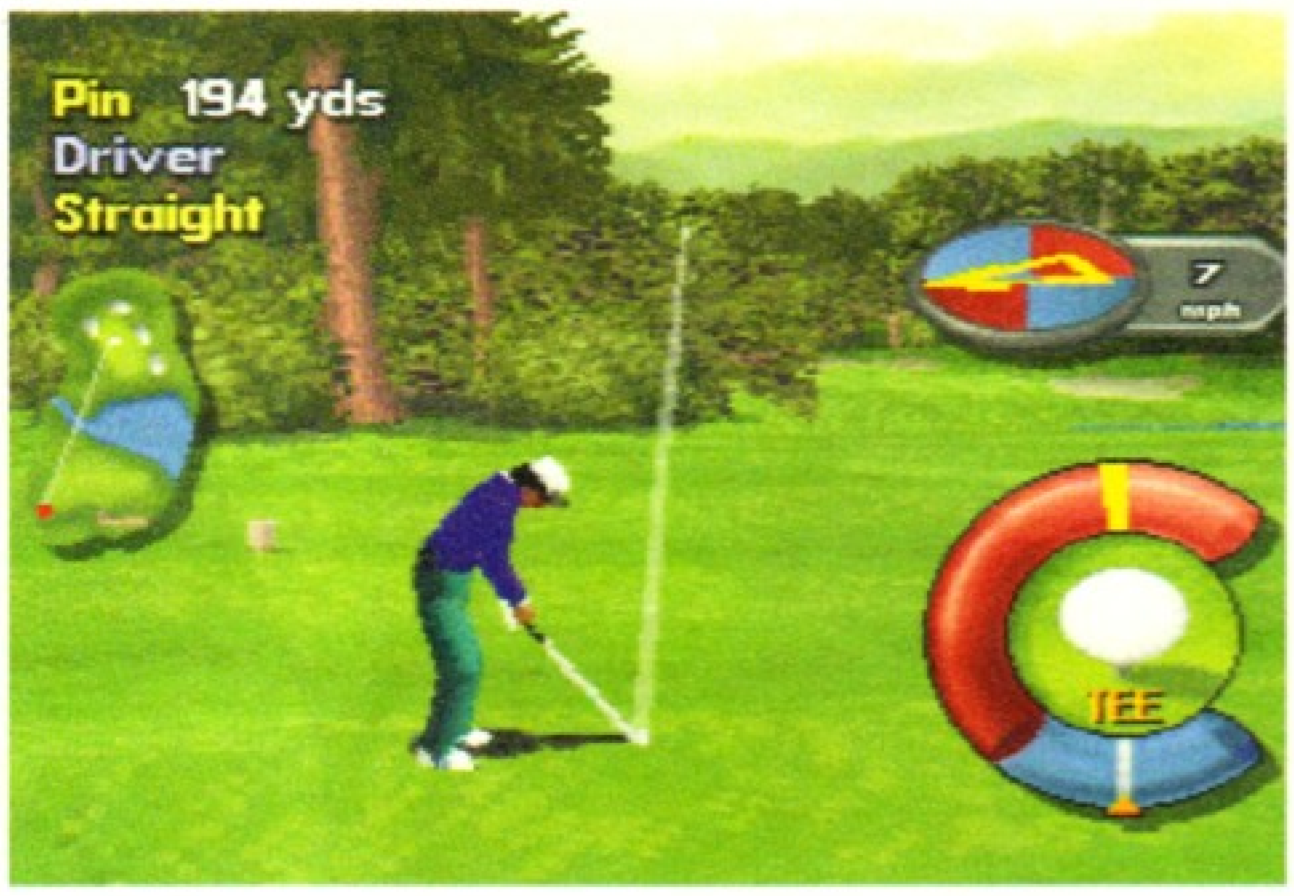
Trapped in the bunker again. This time wearing yellow.



When your golfer holes the ball he offers the crowd a little wave. Even if he was crap.

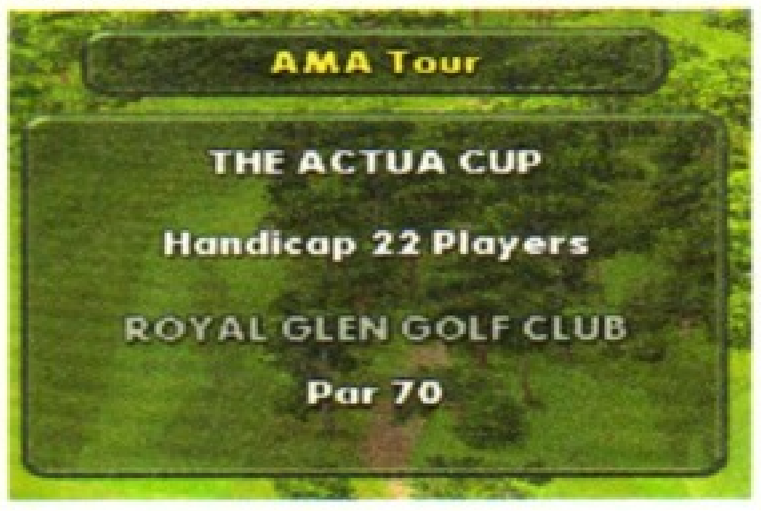








(Above) It looks like he's playing the ball out of the rough. Another problem is those trees. If you want to check the intended flight of the ball you can look at the shot from were the ball is expected to land. Pretty handy.



Actua Golf

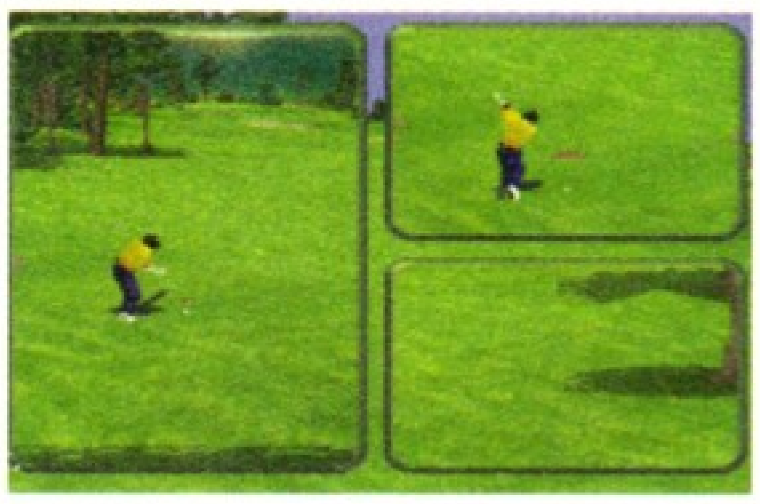




This is the leaderboard complete with leader.



If you're caught in the bunker you've got a bit of a decision to make. You can either make use of the sand wedge if you've chosen it or you can try to dig the ball out with one of your irons. The sand wedge is safer but it also means that the ball won't travel particularly far.



Actua Golf is the first golf sim to really exploit the Saturn's potential, and even with PGA Tour expected in the near future, you won't fail to be satisfied if you choose to buy Gremlin's game.

graphics	91
sound	92
playability	90
lastability	90

overall

90%

BY	SEGA
PRICE	£44.99
STYLE	RACING
RELEASE	OUT NOW

There were those among us who thought it was never going to make it, that like the cars themselves, Destruction Derby would end up on the scrap heap. But here it is, the second of the big Psygnosis racing games to make the much hyped defection from the PlayStation to the Saturn.

When WipEout appeared on the Saturn, the gasps of disbelief at its arrival were quickly followed by a lot of beady eyed scrutiny to see just how accurate the conversion would be. As expected, the criticisms focused around the graphics, with complaints centring on the Saturn's inability to do transparencies as convincingly as the PlayStation. Although such complaints were for the most part justified, they failed to recognise that the reason the Saturn WipEout lacked the PlayStation's refinement was that it had been a straight conversion. This meant that the code tailored for the PlayStation had been used, rather than developing one from scratch that utilised the best of the Saturn.

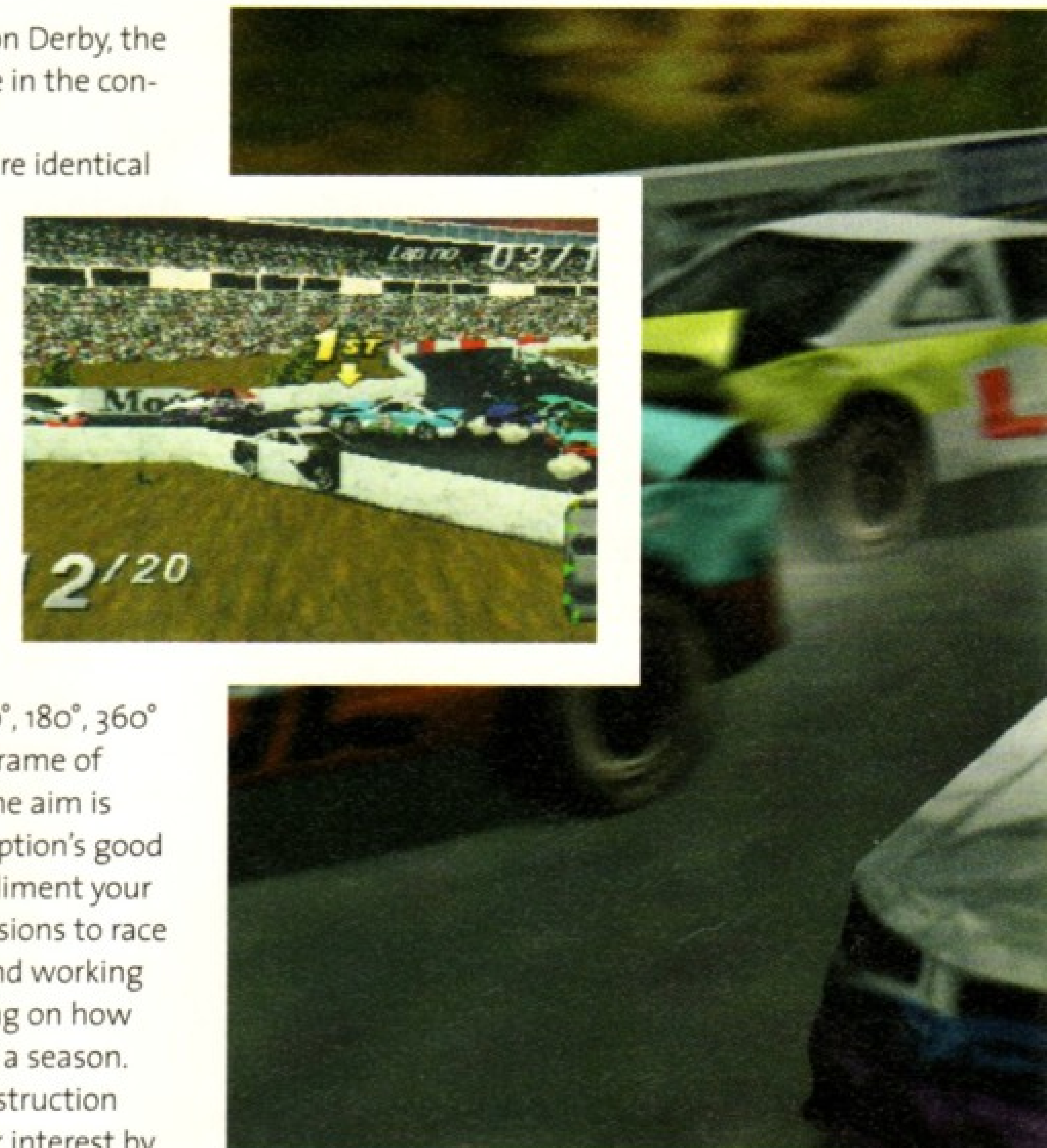


Another busy day around Picadilly Circus.



Unfortunately, the same kind of criticisms can be levelled against Destruction Derby. The first thing anyone whose seen the PlayStation version will comment on are the inferior graphics. As with WipEout, Destruction Derby looks duller, lacking the sheen and glossiness of its PlayStation counterpart. This is most painfully noticeable in the smoke which gives you the impression there's someone in your car boot passing on signals, such is their comic puffiness. So once again there'll be a 'can the Saturn do transparencies?' outcry. This is actually a bit besides the point, the problem being that Destruction Derby ports over the PlayStation code, restricting the ambition of the graphics in the game. The truth is that there's many a Saturn game with much better smoke effects than Destruction Derby, the misdemeanour amounting to a lack of care in the conversion.

The general mechanics of the game are identical to the PlayStation version with a range of different kinds of game to play. The Wreckin' and Stock Car racing both involve going around the five circuits, the difference being that in Stock Car racing you also earn points for 'rubbing' or barging opponents. Besides racing around circuits, there's the notorious everyone-for-themselves scenario in the Destruction Derby itself. You can play this one of two ways; either everyone goes out there trying to score as many points as possible by causing other drivers to spin through 90°, 180°, 360° etc. Or, for those with a more masochistic frame of mind you can play all-against-you, where the aim is simply to survive as long as possible. This option's good for working up your dodging skills to compliment your more destructive talents. There are five divisions to race in, players starting in the lowest of them and working their way up through the leagues depending on how impressive their point score is at the end of a season.



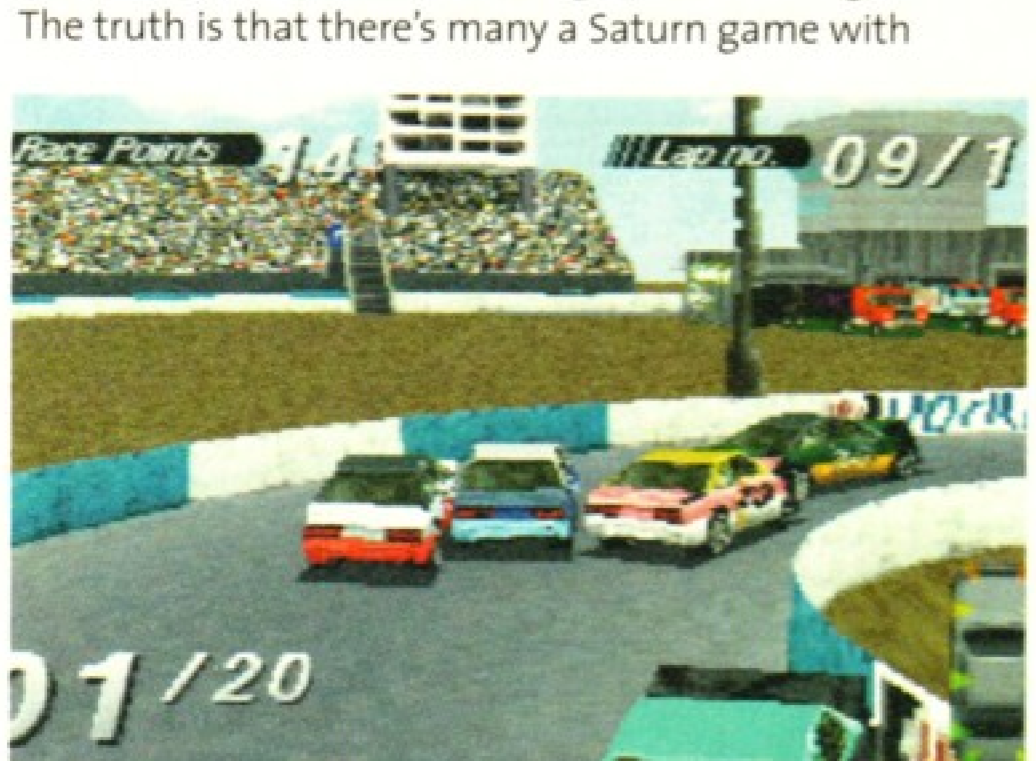
All of the competition elements in Destruction Derby work well, managing to prolong your interest by combining the most alluring crash-bang qualities with a genuine need for skill and, as is often the case, a healthy dose of luck. I thought it could have done with running a bit faster, and there were a few occasions when the control method proved a bit awkward.

About a year ago I would have given Destruction Derby a bit of a rave write up. This industry being the ever-morphing and fickle one it is though, even fans of the PlayStation version would now have to admit that the game lacks longevity if nothing else. The same obviously applies to the Saturn version, and with its various delays in arriving, inferior graphics, and slightly slower gameplay, I can't help feeling that this is one title that's a crushing anti-climax.

ROB

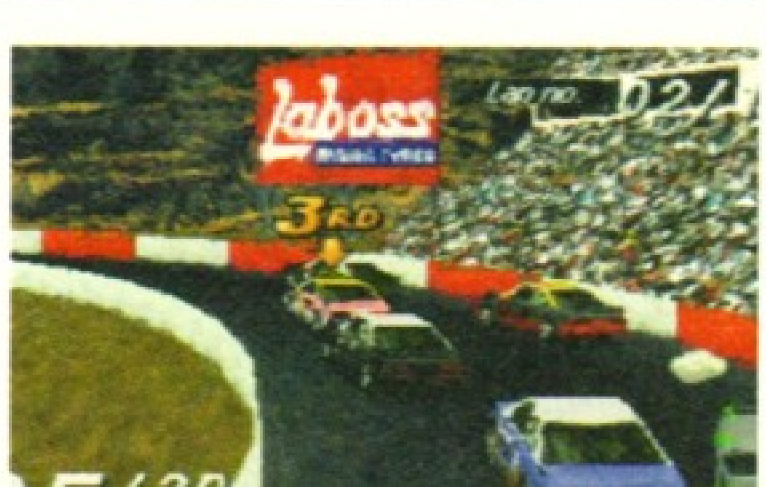


(Above) This is the in-car view. It is not advised you choose this view if you have a hangover – it will make you heave.



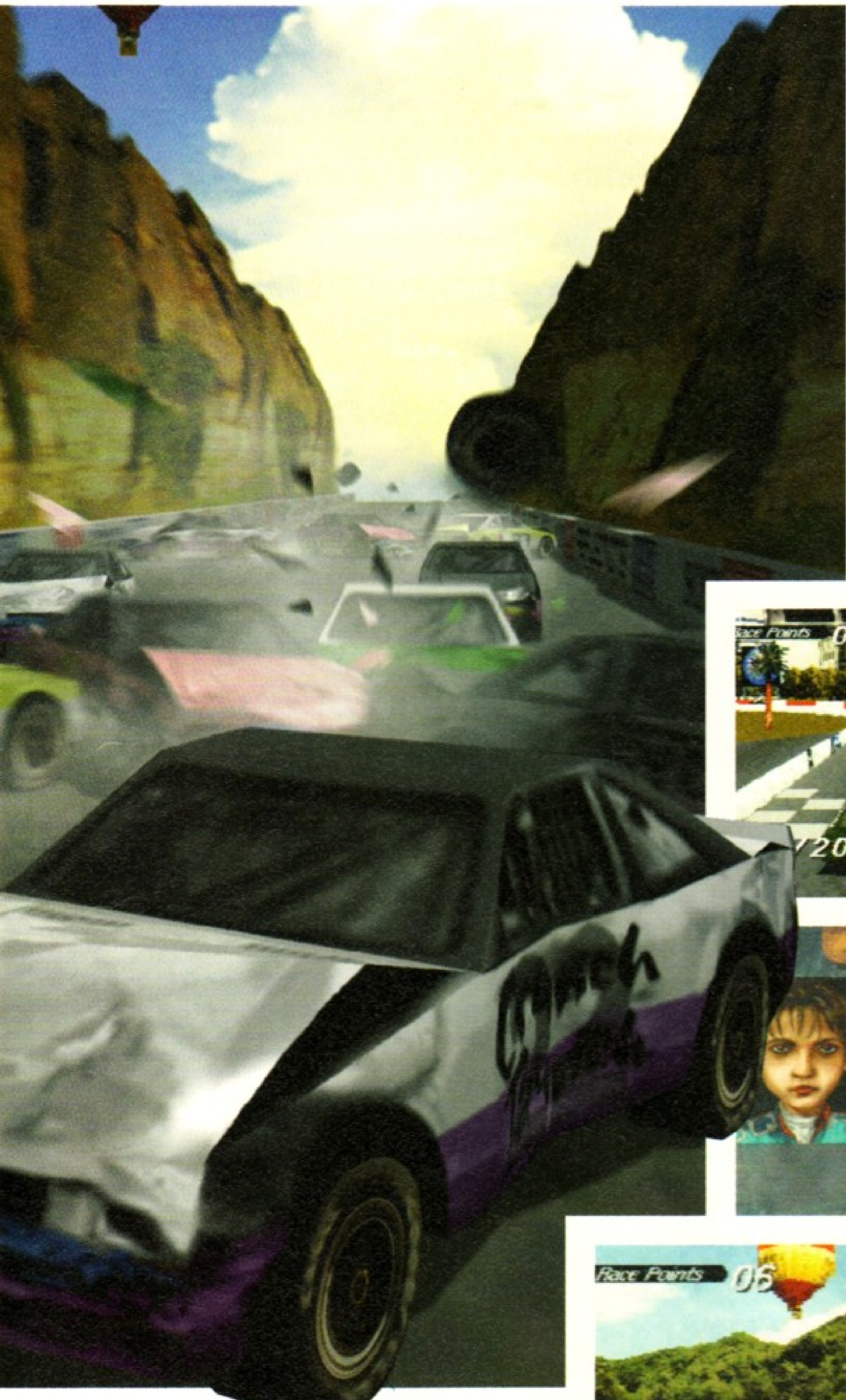
There are two ways to play the race tracks; you can either simply race to come first or you can incorporate some of the barging elements and pick up points as you go round.



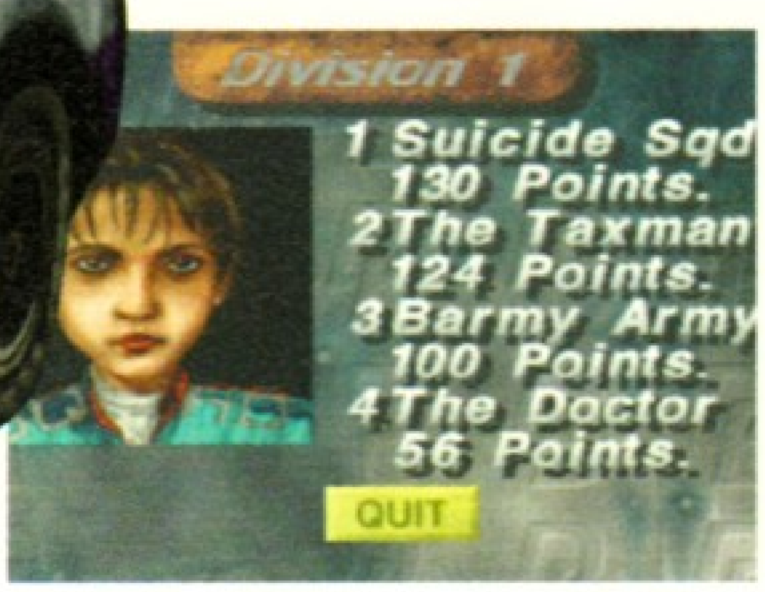




Destruction DERBY









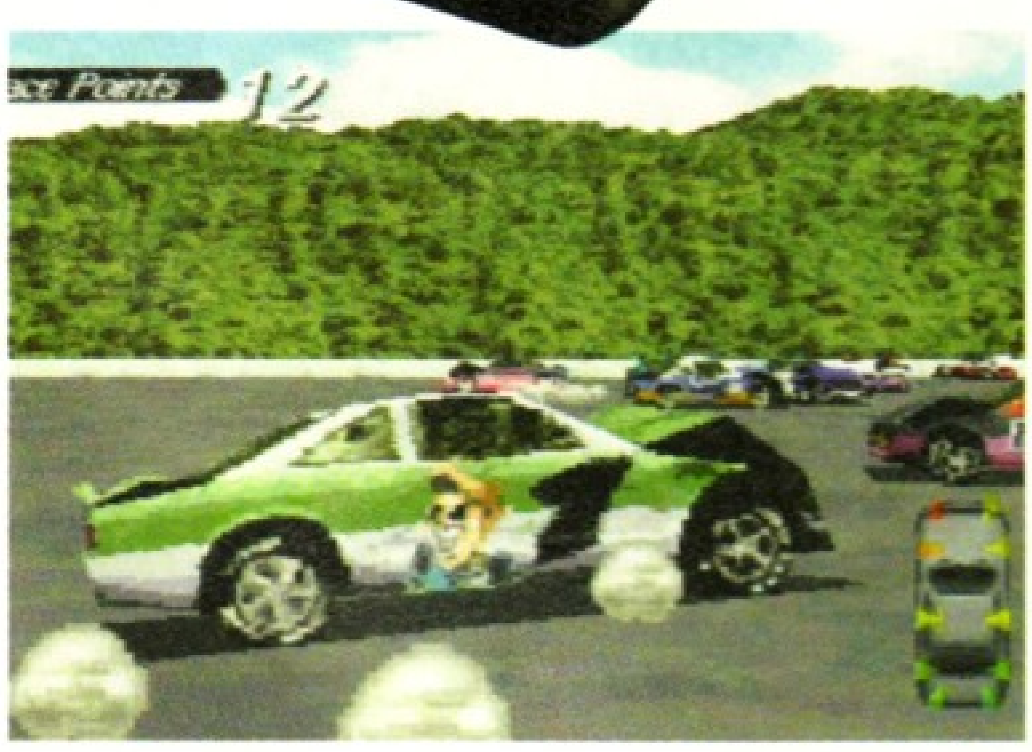
That's right – you turned another car through 360°!! It earns you points a plenty. Shame about the race position though.

GOOD AFTER A DRINK, BETTER THAN A SHRINK!

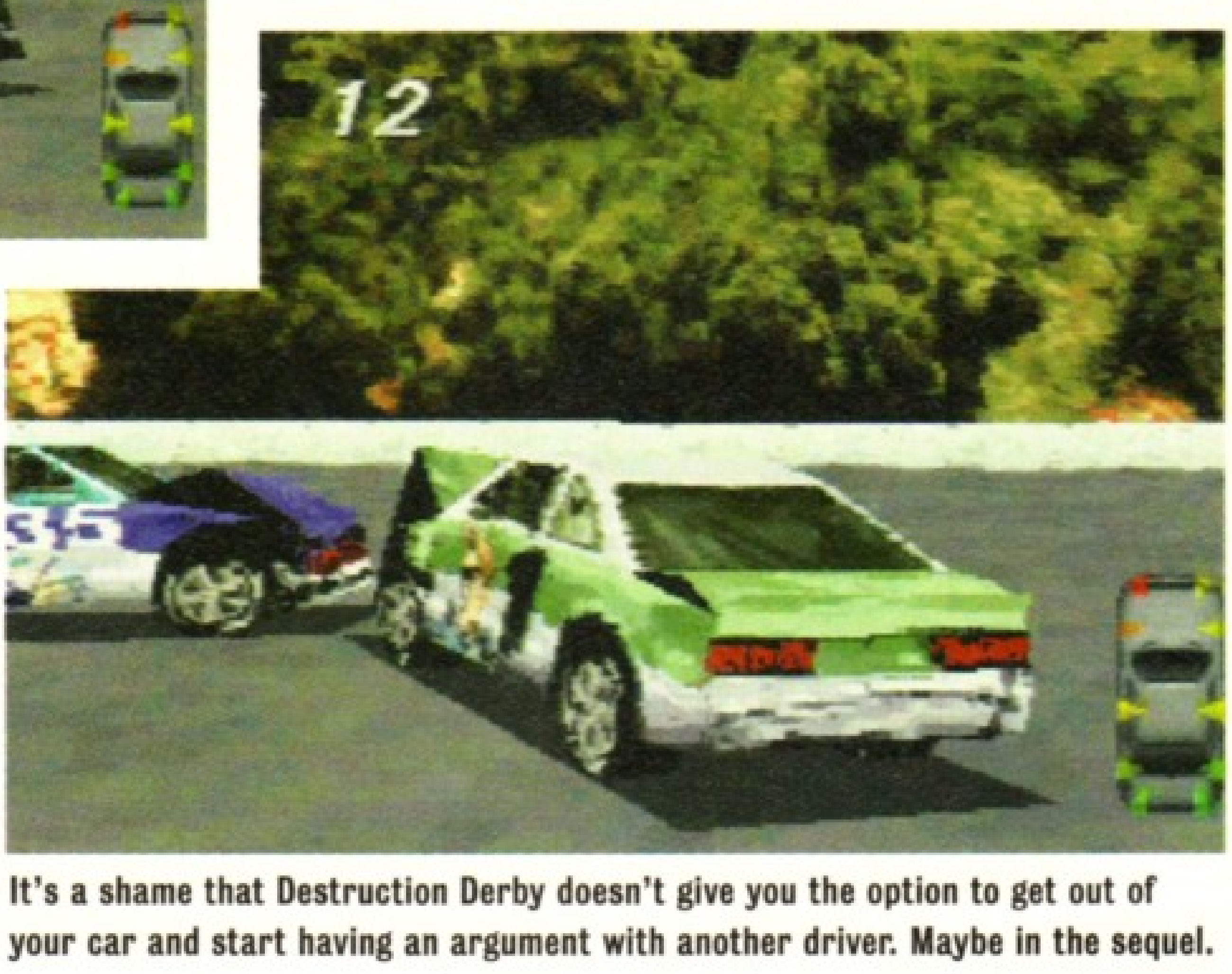
Perhaps the best fun you'll have with Destruction Derby is the classic all-against-all event in the Bowl. This is perfect for a spot of post-pub multi-player mayhem, the bleary-eyed finding themselves probably as adept as the resoundingly sober. It's also good for venting a bit of frustration if you can't drive a car in the first place, or if your parents have grounded you, or your little brother's acting up, or your girlfriend or boyfriend is having multiple affairs behind your back. Maybe they should think about putting a copy of the game in psychiatrist's offices.



Up, up and away! In my beautiful balloon!



(Above) This is the pro car, known as the Smoothie. Only for the experts.



It's a shame that Destruction Derby doesn't give you the option to get out of your car and start having an argument with another driver. Maybe in the sequel.



Destruction Derby makes it to the Saturn much too late to cause the kind of sensation that WipEout did. Comparisons with the PlayStation version are inevitable, and the rather haphazard conversion means that the Saturn version lacks the polish of its rival.

graphics	72
sound	70
playability	74
lastability	62

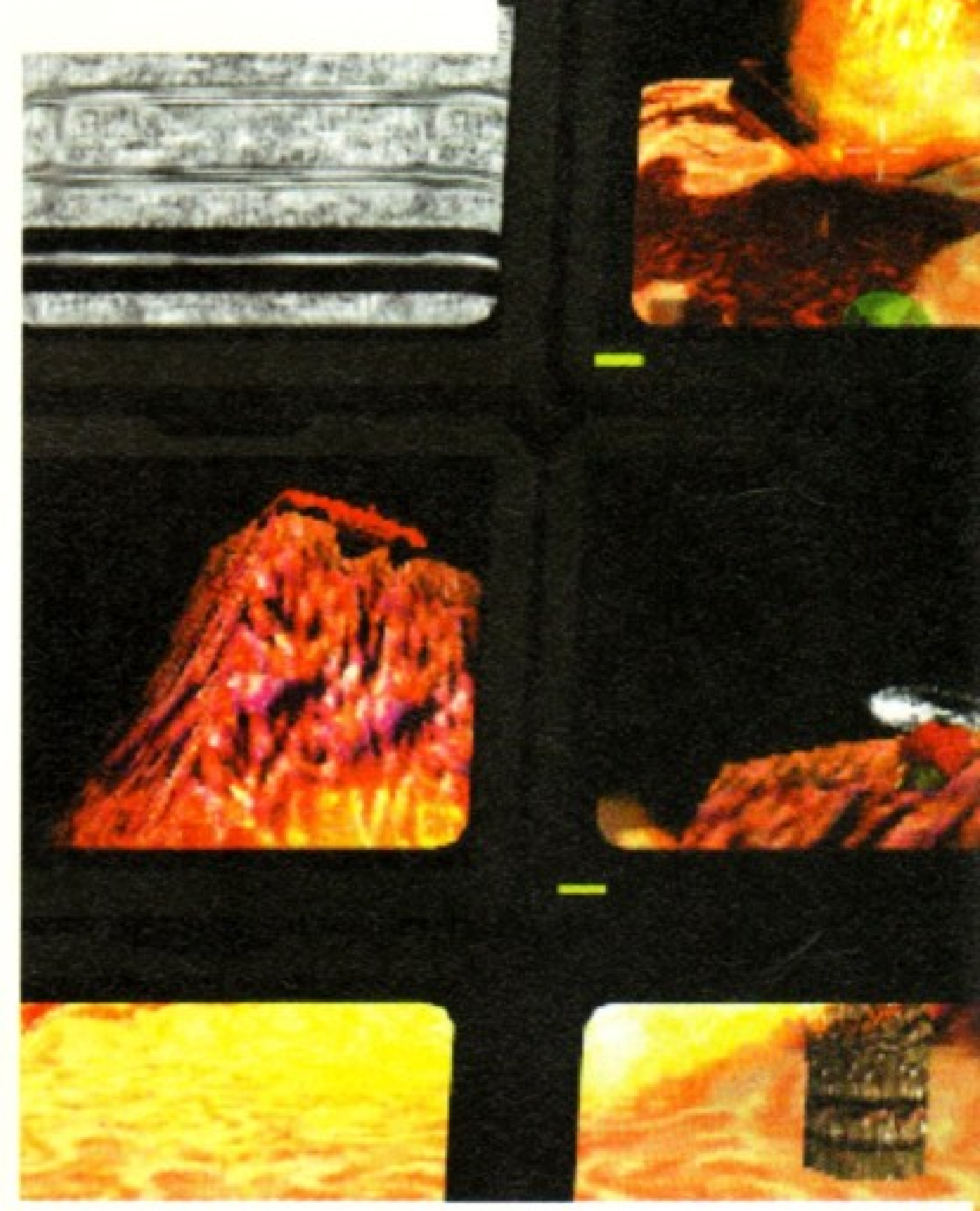
overall **68%**

REVIEW

BY	CORE
PRICE	£44.99
STYLE	SHOOTING
RELEASE	SEPTEMBER

There's a cybernetic biomechanical disease out to get us – and it's all the fault of some embittered failure. Anyway, that's enough about Dave's day, let's review Core's Blam! Machinehead...





Core have carved quite a name for themselves as respected developers. Coming straight outta Derby four years ago with the classic Thunderhawk on Mega-CD, the previously hardly-heard-of house were suddenly big news. Since then they've moved from strength to strength to consolidate a position as one of the more revered teams in the UK. Their sudden and heady rise to fame reminds me of Jim Carrey's. In fact, we could even compare Shellshock to the Cable Guy – a surprise dip in the fortunes of a previously unassailable star. Where this analogy ends is that I think Jim Carrey is crap, and I quite like Core games. And the Cable Guy probably did badly because it's useless, whereas Shellshock was alright. And Jim Carrey looks like our editor Dicky Leadbetter, whereas Shellshock was a shiny disc.

Anyway, the point is that Core have a bit of ground to make up at the moment. Saturn Thunderhawk was pretty good but not massively different in design terms from the ground-breaking Mega-CD original. Shellshock didn't sell particularly well. There's no sign of Skeleton Krew or BC Racers. Although maybe that last one is a good thing. However, this month Core have secured two Showcases in this mag, and we're not in the habit of handing them out willy-nilly. Thus it is safe to assume that the plucky Derbiners are doing something right.

Blam! won't hold many surprises for anyone already familiar with the seemingly patented Core formula. The levels are open plan, but you need to complete several specific objectives to finish the stage, usually one after the other in a strict order. There are loads of enemies to shoot, most of whom patrol their little corner of the game until you chance across them. Weapons are in plentiful supply and varied in their effects and effectiveness. However, the implementation of the game mechanics are what makes it good. Certainly better than Shellshock. Controlling the missile car thing takes time to learn, but once you've mastered the basics and clocked the first couple of stages Blam! shows itself to be a decent title.

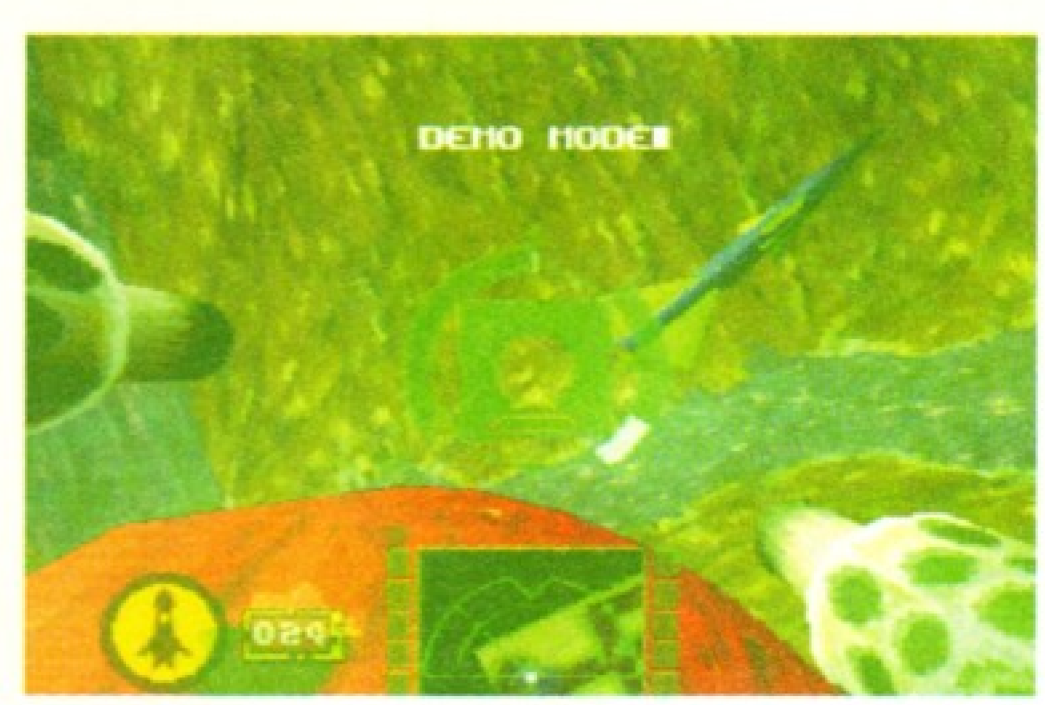
The mission objectives range from the standard collect-and-destroy stuff to complex train escort duties (including steering the tack) to cutting off supply lines. It's this variety which prevents Machinehead from getting samey and – resultantly – boring.

Of course, there are criticisms itching to be levelled at Machinehead. Like Alien Trilogy, this is one of those games which is great fun in limited doses. Taking on more than about three levels at a time leads to a bad case of over-exposure and the need to immediately switch to a new game. And, if you've already bought and clocked Thunderhawk and Shellshock, you might not be quite ready for another dose at all.

However, at the end of the day Blam! is an enjoyable game. The plot carries things along nicely, adding to the atmosphere which needn't have existed at all. Instead this title has character and wanting to know how it all turns out adds to the lasting appeal. The graphics are also pretty smart, The scrolling's pleasant with little intrusive clipping, and some of the enemies are terrifying (like those icky spiders). The animation deserves a mention, as thought has obviously gone into how each and every biomonster moves.

As first-person shoot 'em ups go, Blam! is a way more accomplished product than Core's previous (and good) outings. How it would sit next to them in a collection I'm not sure, but if you're yet to sample the delights of seek-and-destroy gaming you should check this out.

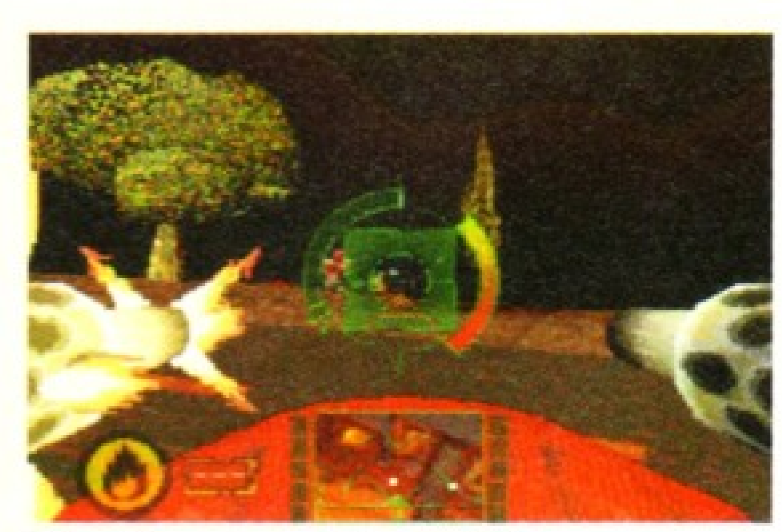
RAD











Fire with your guns at enemies!



Yes! That's it! Like that! Go on, kill! Don't worry about the morality! Destroy!





Steer trains like an honest-to-God British Railways employee!



That small gunpod thing is firing at you! Kill it to make it stop!

BLAM! MACHINEHEAD

A suitably gruesome looking monster. If they all looked cute you probably wouldn't mind the world being taken over by them.









Those spiders move amazingly realistically. Quite creepy, in fact.



Shoot the snot-pods to destroy the evil virus!



Icky termites are the least of your worries. Nearly.



Shoot the red crates for many goodies. They're essential.

Not the most original of formulas any more, but no-one does this sort of thing better than Core. Well done those geezers!

graphics	90
sound	81
playability	86
lastability	89
overall	87%

REVIEW

BY	ACCLAIM
PRICE	£TBA
STYLE	TBA
RELEASE	TBA

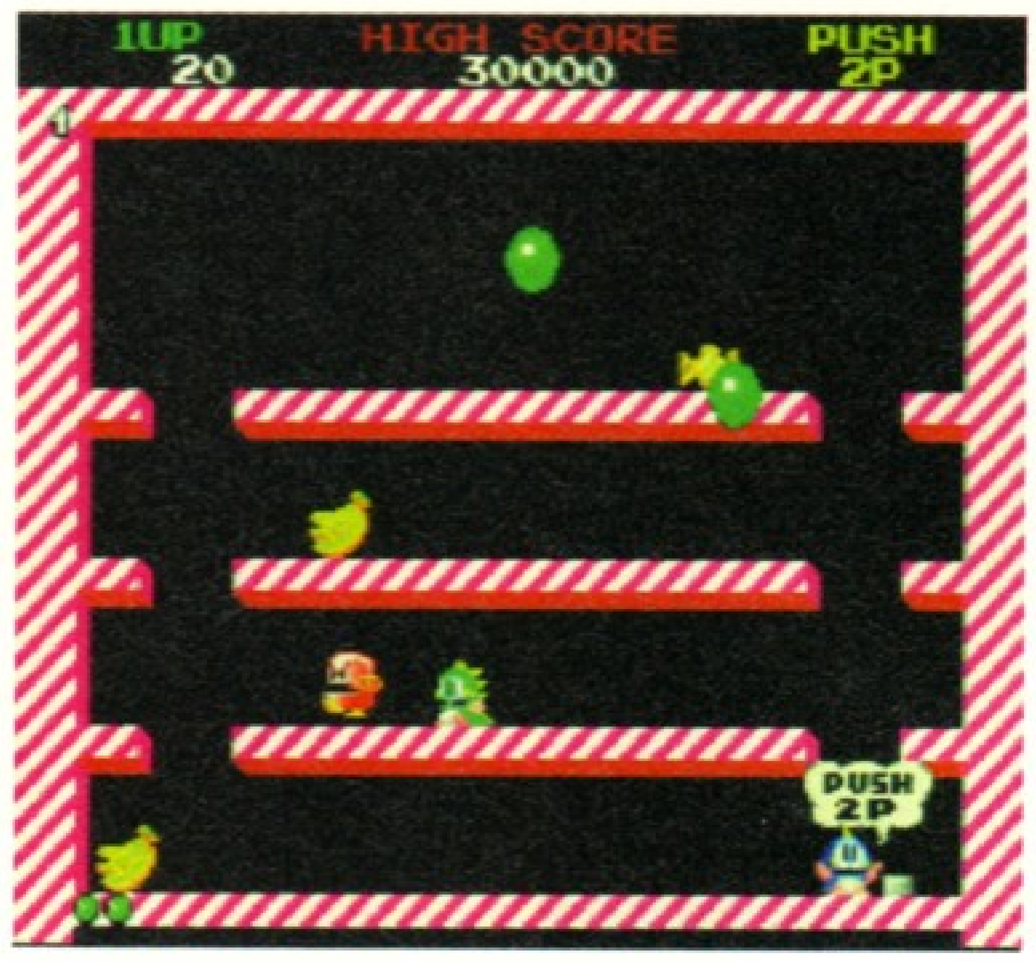
Retro packs are all the rage and Acclaim have unleashed what must surely be the greatest to date - an awesome double pack featuring Bubble Bobble along with one of the most stunning platformers ever - Rainbow Islands. It's briiiiiiilliant!

RECOMMENDED BY SEGA SATURN MAGAZINE 92%

A few years ago, Taito were one of the premiere designers of arcade games. The hits just kept on coming: Chase HQ, SCI - you name it. However, the company were best remembered for some of their earlier platform games. And it's with this in mind that Acclaim have released the Bubble Bobble double pack.

For your money you get totally arcade perfect translations of two of the world's finest platformers: Bubble Bobble and the vastly underrated and overlooked Rainbow Islands.

The former title is knocking on a bit, but it's still bloody ace. The game casts one or two players as Bub and Bob, two bubble-blowing dinosaurs. It's their job to negotiate the single screen platform environs, blowing bubbles and imprisoning the enemy sprites in them. Jump into them again to burst the bubble and destroy the enemy. It's as simple as that. Only it isn't, because the game design is so clever that the game offers far more depth than you ever dreamed of. The myriad power-ups, enemy intelligence and cunning level design all add up to what is undisputedly one of the platform greats of the eighties. And finally, an arcade-perfect rendition has appeared for the Saturn. Maybe the apparent simplicity of the game would put some people off and on it's own, Bubble Bobble wouldn't really be worth the price. However, you also get two versions of Rainbow Islands into the bargain as well.





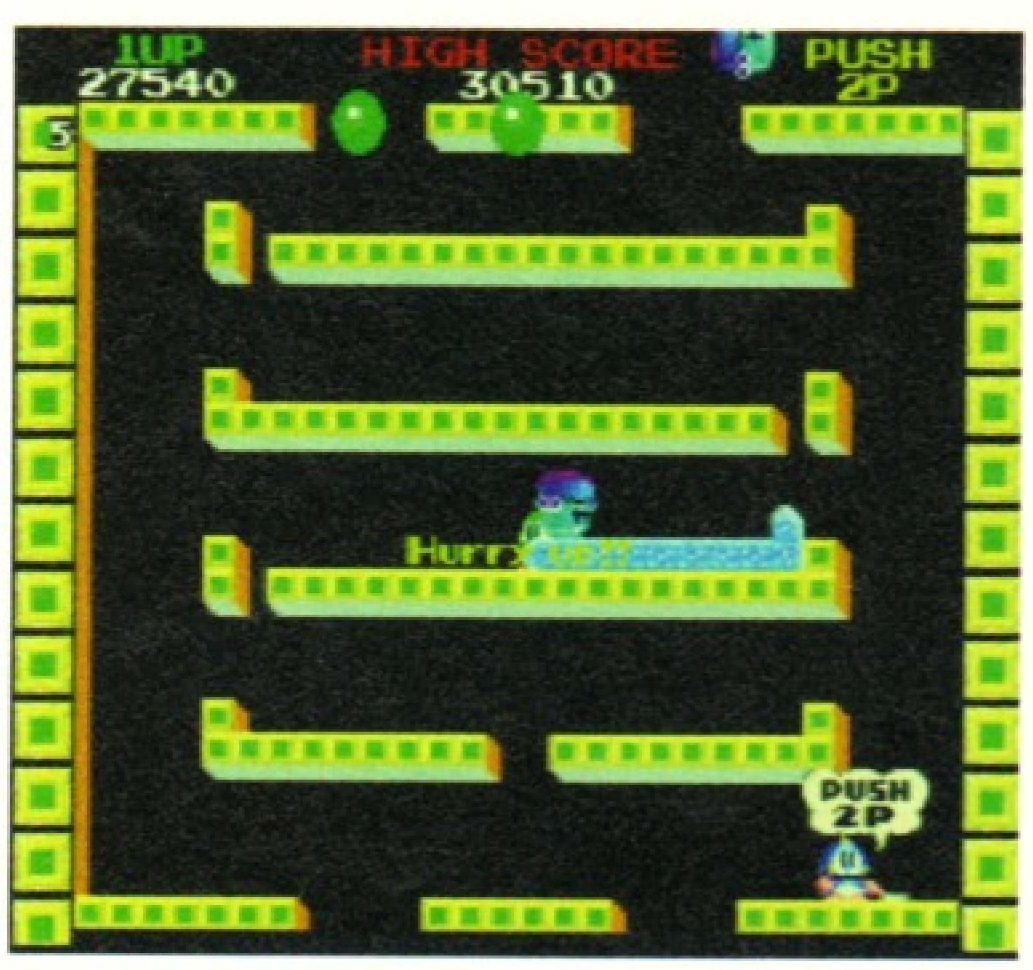
This coin-op is quite simply one of the greatest hits of videogaming - and a game that all self-respecting games players must play. This time Bub has morphed back into his human dungareed persona and is armed with the power of the rainbow.

The rainbows are the key to this game's genius. You can climb them to reach platforms or you can use them as projectiles to kill meanies. Also, you can collapse rainbows by jumping on them, sending multicolour doom down on any enemy sprites below (or immediately above).

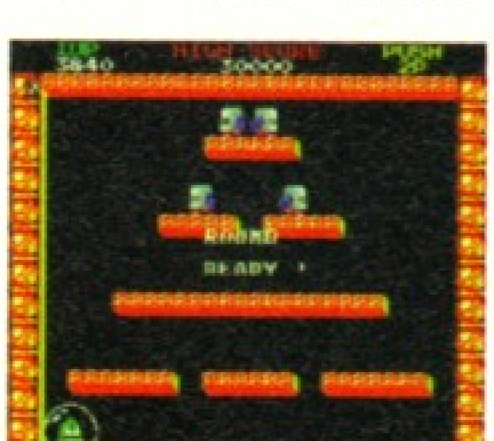
Once again, it's a simple, but highly original concept. There's never been a game like Rainbow Islands before and even now it's a highly fresh and impressive platform gaming experience. Yeah, it's a retro pack so you can't expect the most excellent of visuals (although the remixed version does look a lot better), but it's gameplay that counts and as a test of skill, Rainbow Islands is in a class of its own. The myriad secret rooms and hidden techniques put this in the same league as the early Mario games, where gameplay and replay value were considered more important than visuals alone.

I guess a lot of people aren't going to get the message about these games - a lot of people are probably only reading this because they can't reconcile the high mark in the corner of the page with the quality of the graphics presented on these pages. However, if that's the case, you really are missing the point. I can honestly say that there is nothing quite like this release available elsewhere in the Saturn library of games. To all gamesplayers who appreciate quality design and playability, go buy these games.

RICH



Although a simple game, Bubble Bobble has a complicated array of power-ups, including this water wave (above).



These early levels are simple to complete, but later stages require much brainwork.



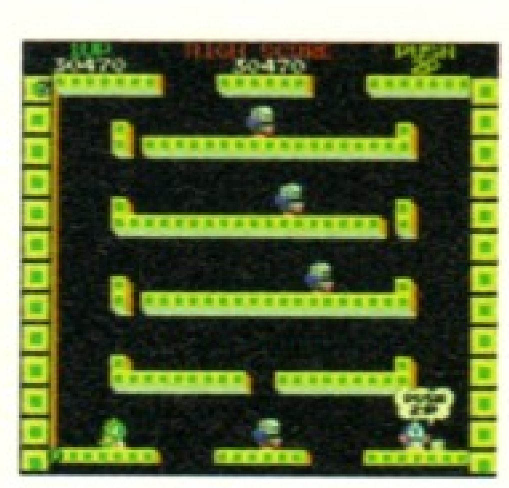
The two-player mode of the arcade original is retained in the conversion.





Bubble Bobble has a huge 100 levels to try your hand at.





Some of the levels are designed to be completed in seconds...









Rainbows also make up for the lack of platforms.



By casting rainbows underneath the meanies, you can jump up, pushing the rainbows into the sprites. Cunning.







ALSO FROM TAITO

This double pack lark is becoming a bit of a habit for Taito. Whilst Acclaim have handled the conversion duties in bringing Rainbow Islands and Bubble Bobble onto the Saturn, Taito of Japan have been hard at work bringing another pair of celebrated coin-ops onto the Sega machine - Chase HQ and SCI. Whilst these games haven't stood the time in quite the same way as the Bubble Bobble titles, it still has some nostalgic value. If Acclaim (who have the exclusive European rights to Taito produce) decide to bring this to the UK, we'll let you know.



Bubble Bobble Rainbow Islands







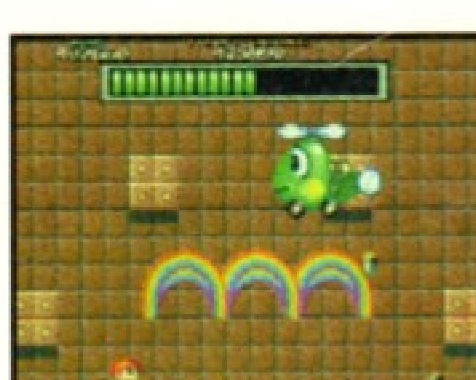
Get all gems in order to find the secret room...

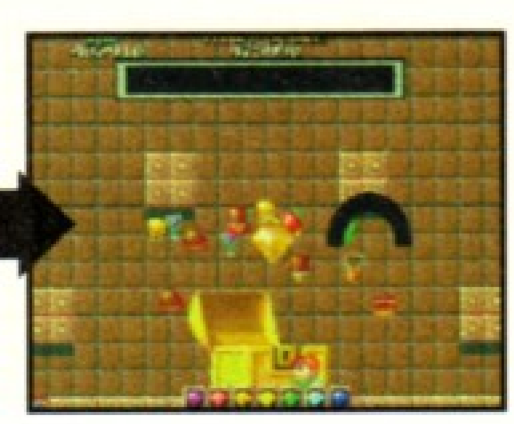


... Like this one. Grab that permanent power-up!



The best thing about Rainbow Islands is mastering the use of the eponymous multicolour weaponry. By jumping on that top rainbow you can bring the one below it crashing down.







Although still simple, the enhanced version of Rainbow Islands is very lovely indeed visually with more colour and parallax scrolling.





If you can somehow dodge around the enemies and get above them, you can cast a range of rainbows. Jump on them to collapse them for gems, bonuses and power-ups.

Two extremely fine platform titles that stand the test of time as quality videogames. Rainbow Islands on its own would've been worth the money, but with Bubble Bobble included as well, this is frankly unmissable.

graphics	76
sound	78
playability	94
lastability	90
overall	92%

BY	JVC
PRICE	£TBA
STYLE	RACING
RELEASE	TBA

So... the Saturn's got Daytona USA and Sega Rally - two of the best racing games ever and both of them on the Sega machine only. The question has to be, how can third parties possibly compete? Well, how about tarting up an average racing sim with, well, some tarts?





Despite the name, Highway 2000 isn't Harry Secombe's vocal celebration of the next millenium. Instead, it is a driving game. And a most uninspiring one at that. What's more JVC obviously realised it, hence the inclusion of numerous "buxom beauties", brought in to add a bit more, er, glamour to the proceedings. In actual fact, they're supposed to be navigators (along the lines of the irritating guy who keeps thundering warnings like "Easy right maybe!" in Sega Rally) who aid your quest for racing fortune by telling you when particularly nasty corners come up (like the map's not good enough). In the "Scenario Mode" of the game, you actually need to drive impressively in order to prove your manhood to your chosen lovely and tempt them into your car!





Vaguely amusing quirks aside, Highway 2000 is a super-dull driving experience. After the near-perfect driving physics seen in Sega Rally, Highway 2000's bizarre handling is like taking a time warp back to the Stone Age of racing games. Although there is some attempt at powerdrift, it's absolutely nothing like the real thing - in fact, Outrun (a coin-op around a decade old that got by without the benefit of 3D graphics) does a better job of simulating super-speed driving. Also, the camera doesn't stick behind you are you turn, making it extremely difficult to judge when you should be straightening up (but hey, you get a nice view of the side of the car... just when you don't need it).



Like the rest of the game, the graphics are adequate. The use of texture-mapped polygons is pretty good and the update of the game is probably on a par with Sega Rally. However, put the two up against one another and it's clear that the Sega AM3 game is just in another league altogether. Highway 2000 has more courses than Rally, but any excitement about this discovery is instantly dismissed when you realise that each course is virtually identical to the next.

Although a few new objects might appear as trackside detail (if you're lucky), the overall impression is of a very samey game. Much the same goes for the choice of vehicles at your disposal. Like Rally, there is a total of three different cars in your garage, but apart from one being red, they just look too similar. Of course, there are distinctions in handling, grip, acceleration, top speed and the like, but surely JVC could have done a better job in differentiating them. It would also have helped if the cars actually looked like modern day mean machines, rather than the Rover Fastbacks they would seem to resemble.

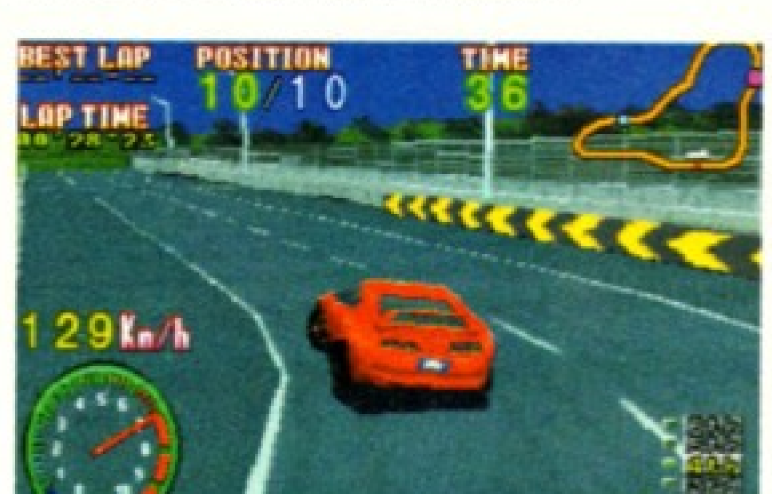
Overall, Highway 2000 isn't a total nuclear disaster of a videogame. It's more of a excursion to Dullsville which just isn't really very impressive in the slightest. If you're beginning to grow weary of Sega Rally, I'd very much recommend waiting for the new Daytona rather than squandering your readies on this particular example of the genre.

RICH

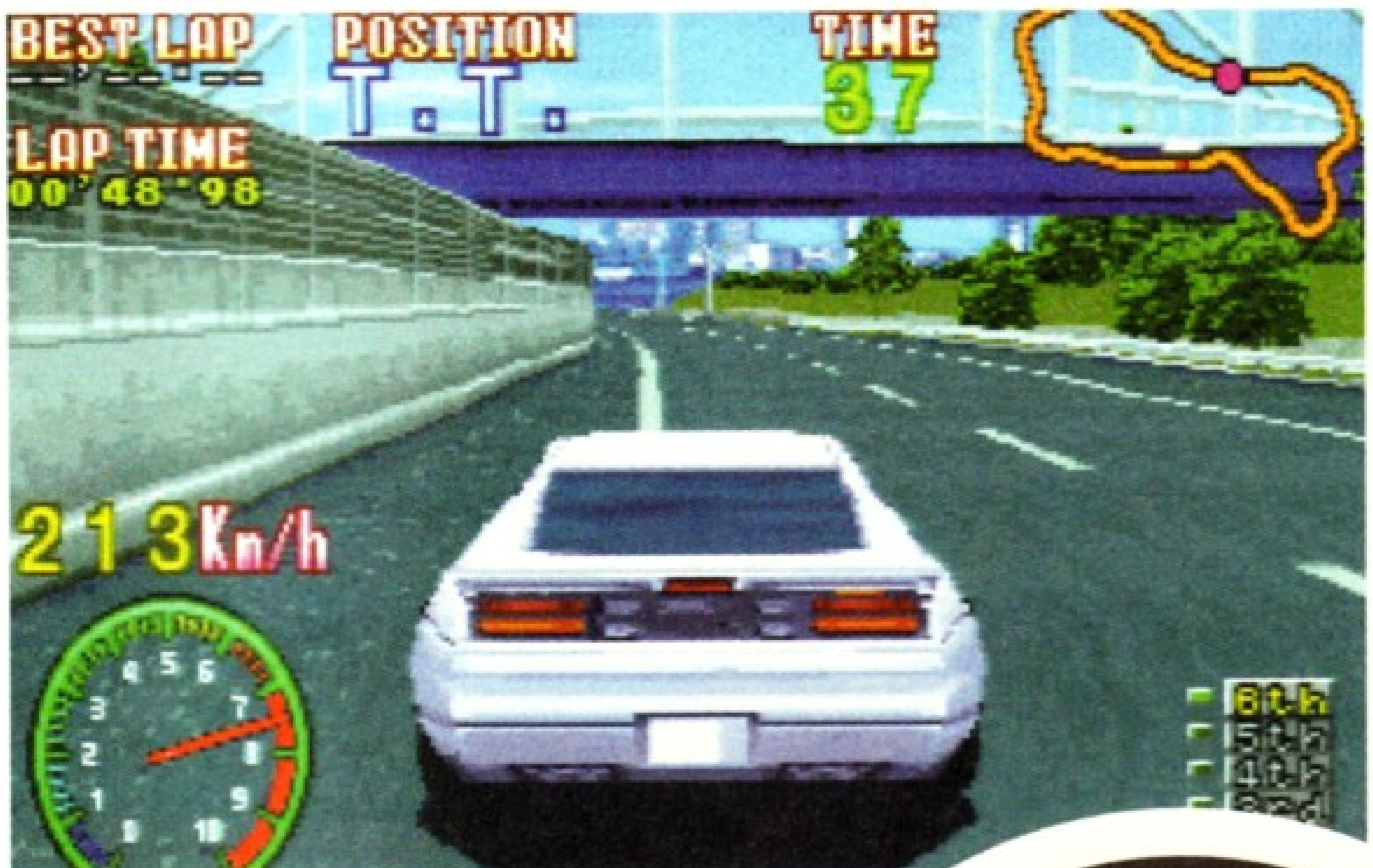


One of the main criticisms you can level at Highway 2000 is that the circuits all look very similar indeed. Note the course graphics on just about all of these screenshots.

Highway 2000 tries very hard indeed to be Ridge Racer for the Saturn, even down to the cars leaning into the corners (see below). Unfortunately, most of the excitement of the Namco title hasn't made it across.

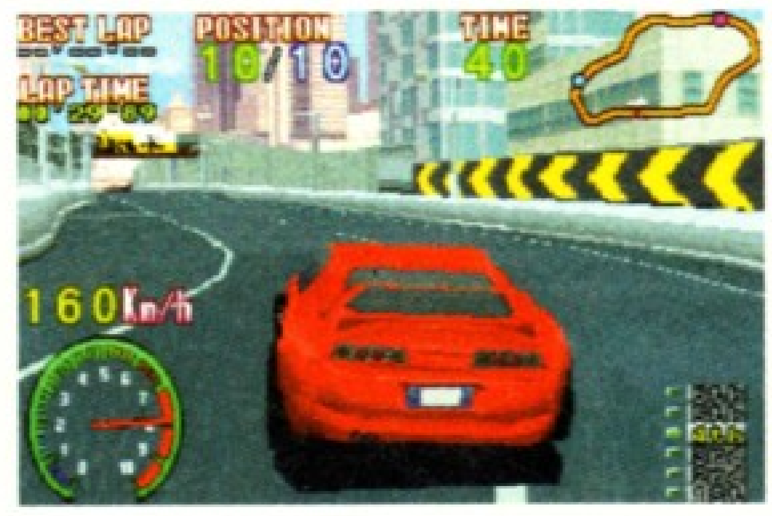






Lordy. A concrete wall and a grassy verge. As seen throughout the entire game.

A bit more of an urban scene this (below), but still looking very samey indeed.



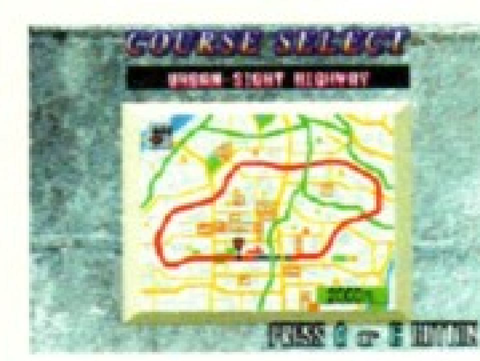


HIGHWAY 2000



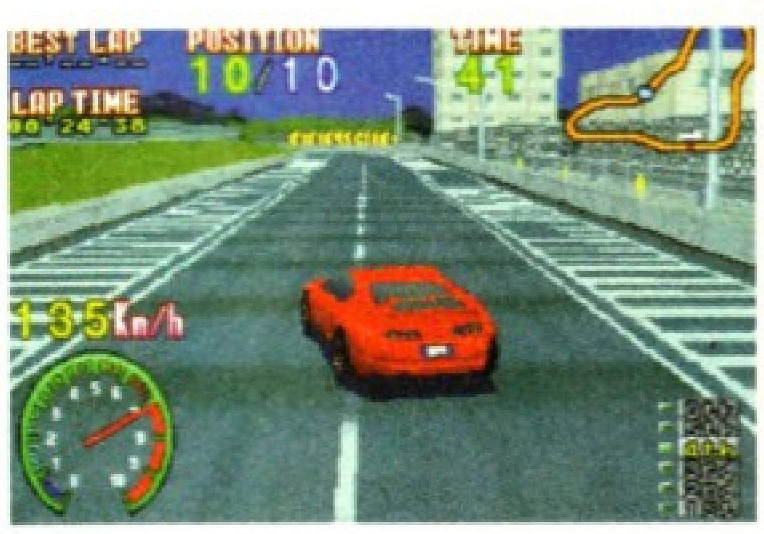


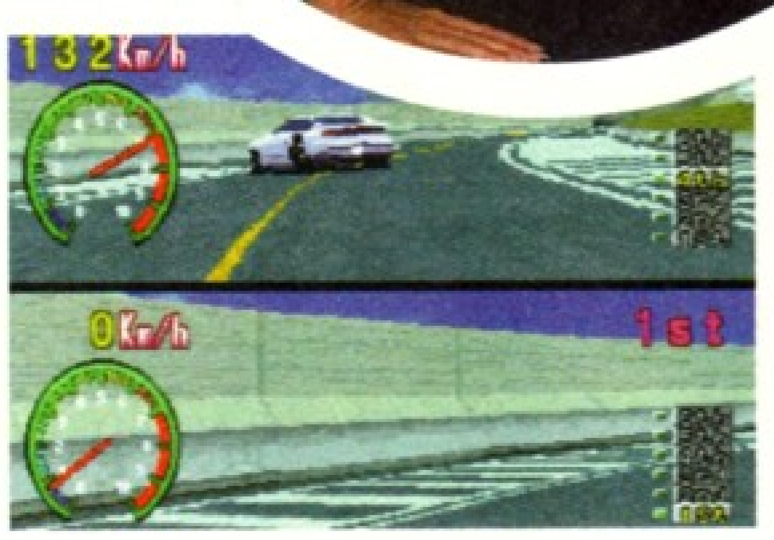




The split-screen two-player mode (below) isn't great.





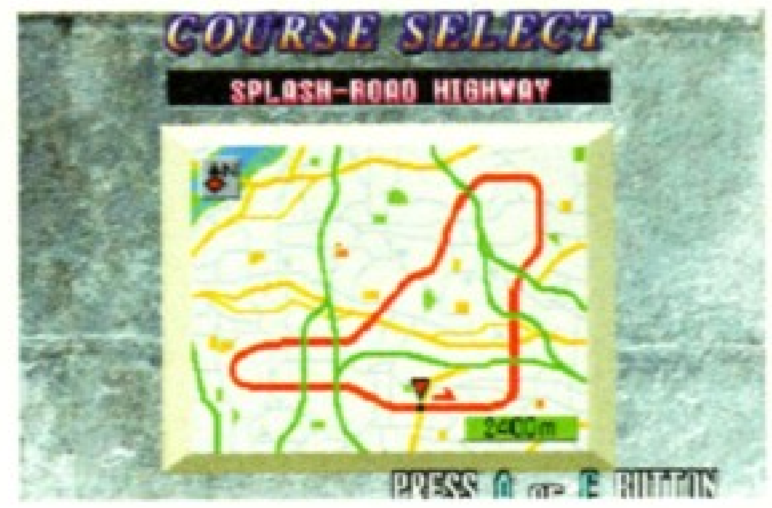


A choice of views is included, a la Sega Rally and Daytona.



A choice of three cars is available in Highway 2000, but to be honest, this white car is the best for actually winning races.





The Ford Fiesta of the racing genre. Dull and unimpressive without much poke in it, Highway 2000 does an adequate job, but don't be too surprised if you end up falling asleep at the wheel.

graphics	65
sound	57
playability	61
lastability	60

overall

60%

Tips

LOADED

When playing, press Start to pause the game, and highlight the 'BGM Volume' option. Now press and hold the L button, Z, B, X, C, and R button. Now just press the L button on the paused menu screen to bring up the cheat menu screen. From here you can skip levels, give yourself extra lives, refill your ammo, and boost your power.





GUNGRIFFON

For unlimited ammunition, go to the title screen with the "Press Start" message and press B, B, B, C, Start. It's that simple.
To make it so that you don't need to let your jump power recharge, go to the "Press Start" message again and press Up, Right, Down, Left, Z, Start.

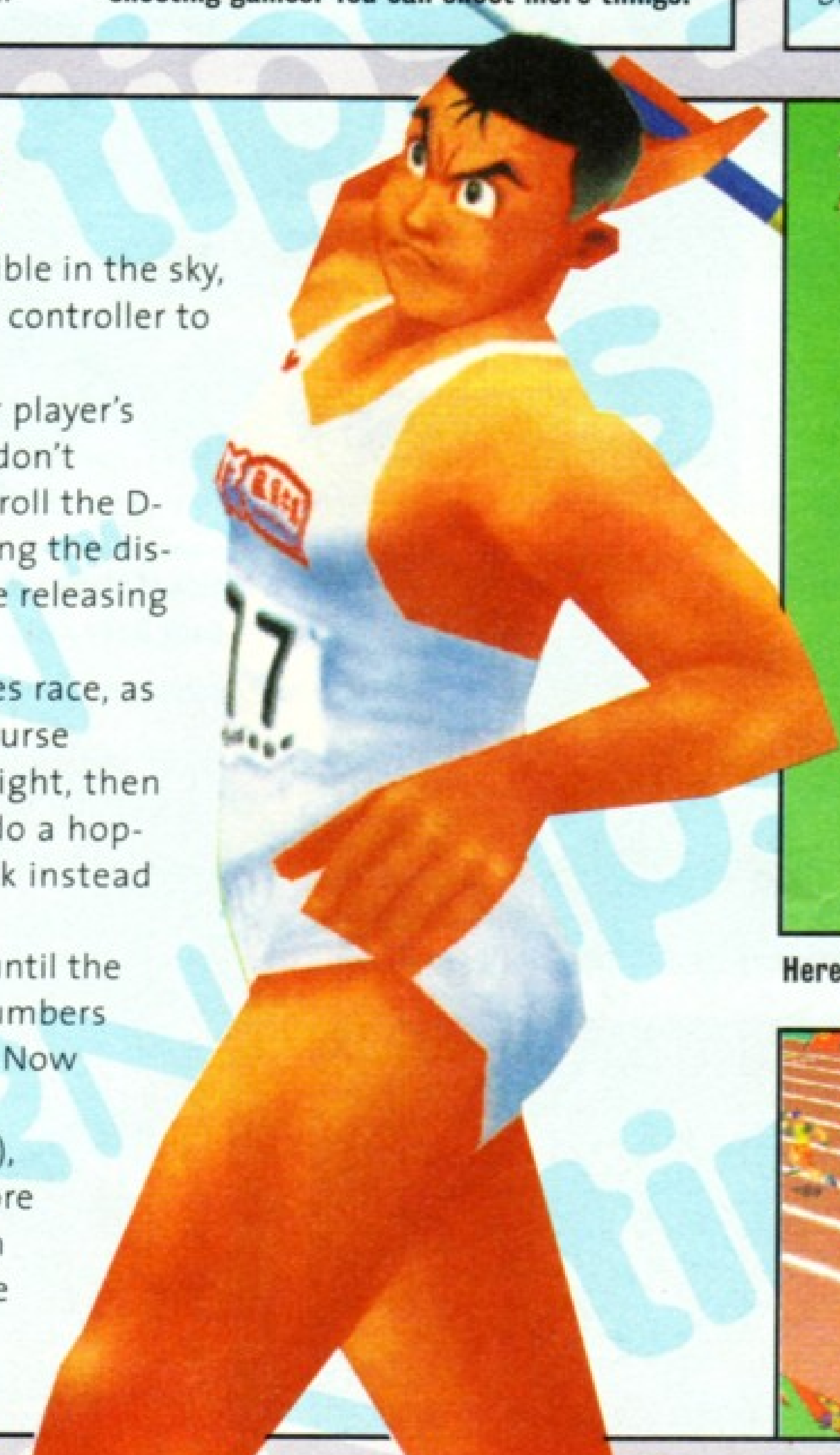


Unlimited ammo is always a helpful thing in shooting games. You can shoot more things.

SIM CITY 2000

To get a gambling reel where you can gable all your money away, start a new city and build a marina and legalise gambling as soon as you can. Keep watching your marina and highlight a boat when it comes out. Now press the L button to bring up a slot machine! You'll use up 10 dollars every time you use it, but you can keep gambling for as long as you like.

ATHLETE KINGS



On the events with the blimp visible in the sky, press the R button on the second controller to change the way it's moving.
When doing the shotput, let your player's power bar reach the far left, but don't press the action button. Instead, roll the D-Pad around (as though you're doing the discus) and you'll spin around before releasing the shotput.

At the start of the 100 metres race, as the announcer's voice says the course numbers, press Up, Left, Down, Right, then hold X. Your character will now do a hopscotch all the way down the track instead of running!

To roll the 100 metres, wait until the announcer is saying the course numbers then press Left, Right, and hold X. Now your character will roll the race!
To get the hidden character (right), play in Arcade Mode and get a score of over 8000. Then go to the main menu and hold the X button while choosing your game mode, and you can select the new athlete.



Here's Aleksei spinning the shot put.





GUARDIAN HEROES

For another hidden fight in Guardian Heroes, play to Stage 27 – Clockwork Strategy – and fight through to the 3rd group of enemies. Now keep running to the right, leaving at least one enemy alive to stop the level ending. Keep going right and you'll come across P. Silver and two of the Village Gods!





SEGA RALLY

Though the game's been out for quite a while, this cheat hasn't yet been printed anywhere. Choose to watch a replay of a race, and at the start press B, Y, B. Now you'll be able to move the camera view around by pressing various directions on the D-Pad.





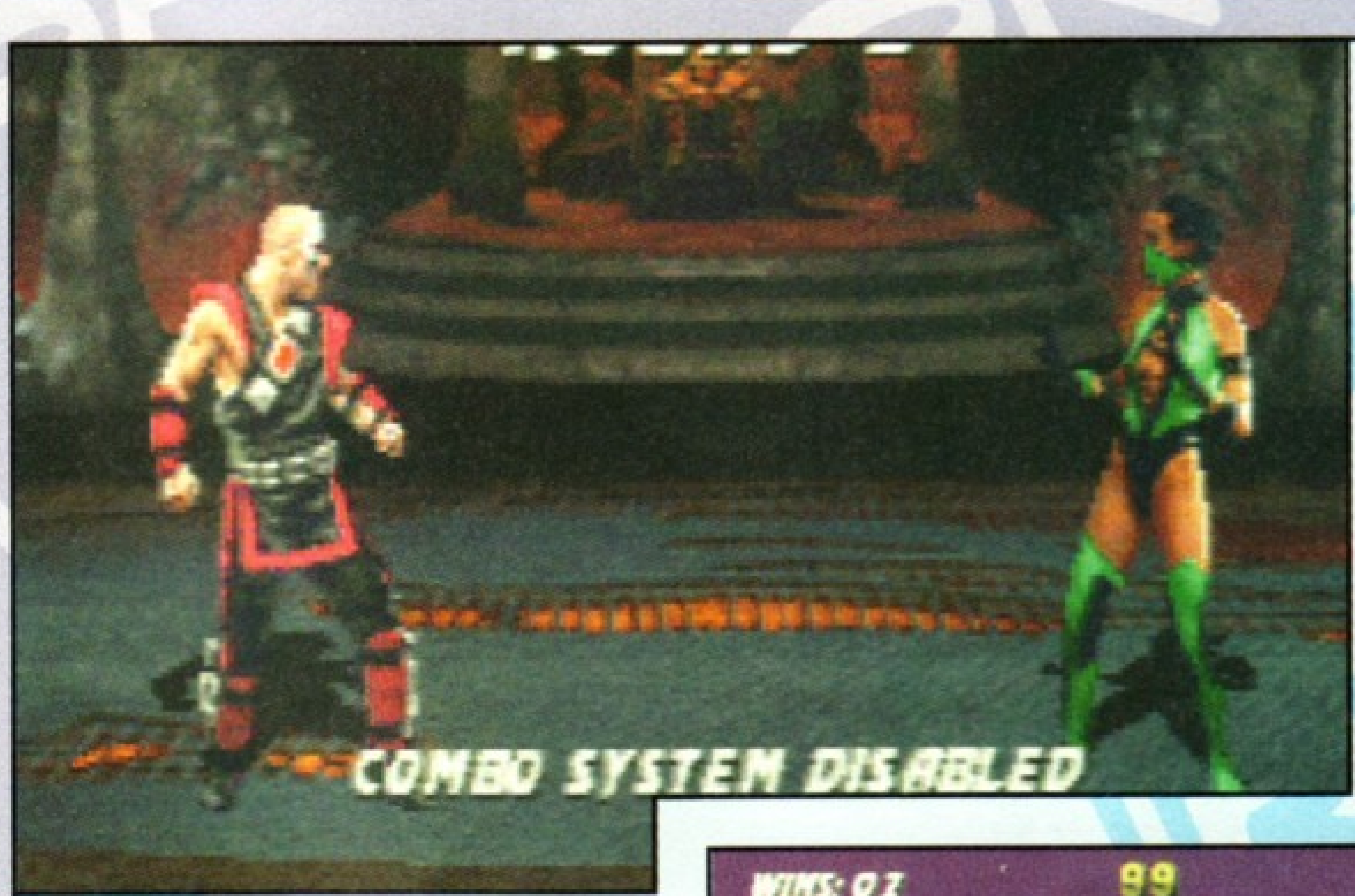
You can now move the view around a bit in the replays, making them look even more amazing than

NBA ACTION

To get a special "Free Floating" camera for the replay mode, do this: First, pause the game and choose the replay mode. Go to the Change Camera option and hold either the L or R button. Then, during the replay, you can move the camera by holding R+Z and using the D-Pad to move it around.
You can also swap the end from which you view the game. Just go to the main play menu screen and highlight the Select Court option. Now hold the R button and press Z to change the position.

SLAM 'N JAM

As you are starting a game, get to the 2nd Scouting Report screen and highlight 'Continue'. Now press either Start or C. As the screen fades out, press and hold L to get a Shot Percentage indicator on-screen, or tap X repeatedly to get Big Heads mode.



This code removes all of the combos from the game, making it like MK2.

ULTIMATE MORTAL KOMBAT 3

We've already given you hundreds of Kombat Kodes for this game back in issue 8, but we've now got a few more Saturn-only Kodes. Enter them on the battle screen before a two-player fight.

390-000	Player 1 does half damage
000-390	Player 2 does half damage
390-390	Both players do half damage
040-404	Real Kombat
722-722	Combo system disabled
321-789	Super run jumps
975-310	Regenerate power bars
555-556	Special moves disabled
024-689	Super endurance mode



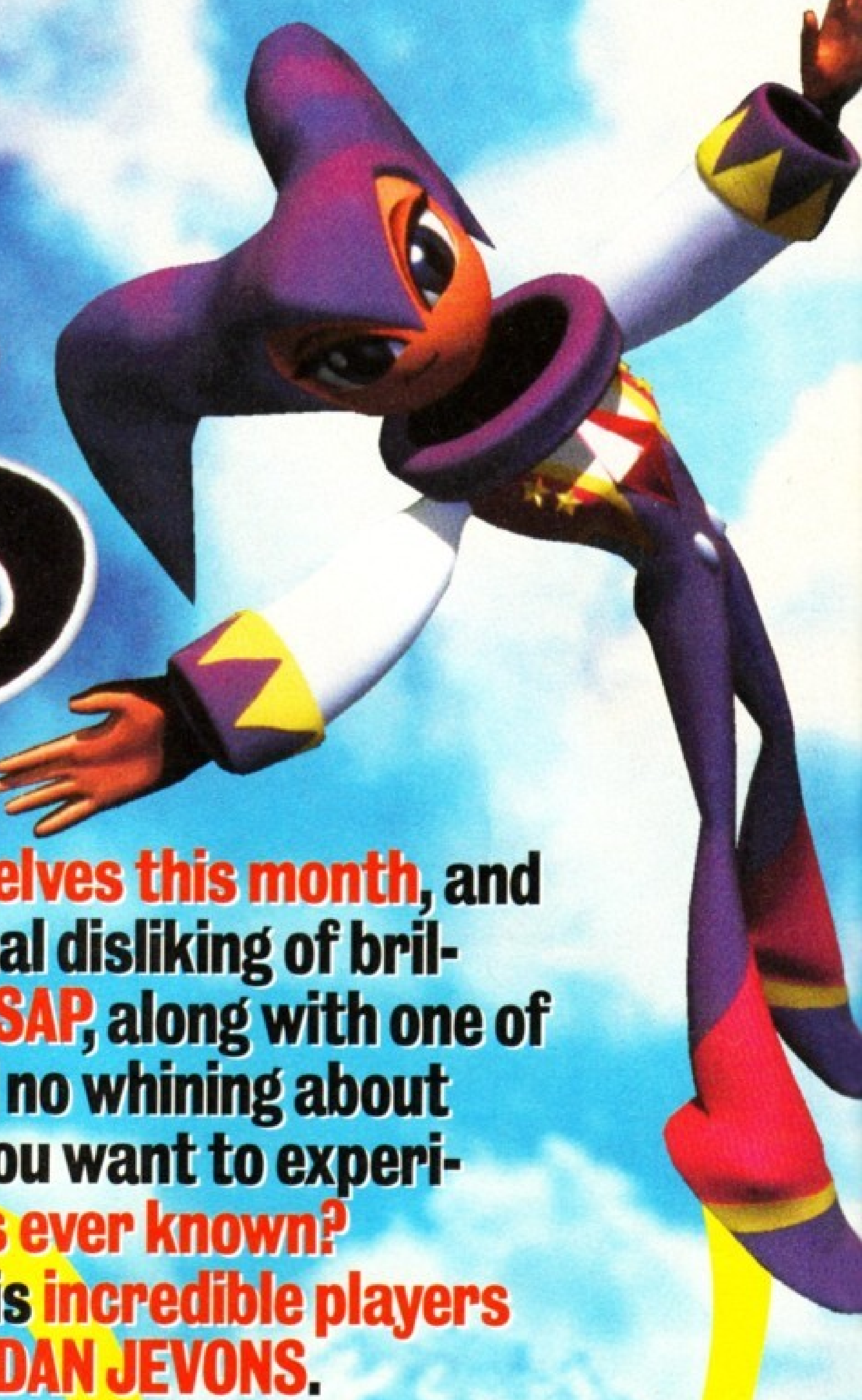


(Below) Real Kombat mode makes the power bars regenerate and disables special moves.





NiGHTS into dreams...



The polygon spectacular that is NiGHTS hits the shelves this month, and if you're not completely insane (or have an irrational disliking of brilliant games) you'll want to secure your own copy ASAP, along with one of those sexy black analogue pads to play it with. And no whining about how 'it costs too much'. Do you want to eat, or do you want to experience the most advanced videogame the Saturn has ever known? Besides, how else will you be able to make use of this incredible players guide, brought to you by the Master's own protege DAN JEVONS.

THE MEANING OF NiGHTS?

I have a quick quote for you here from Sonic Team, the creators of NiGHTS, so pay attention.

"We made it (NiGHTS) to take several hours to finish, because we want everyone to see the end. After that, you can still enjoy playing for hours by the 'score attack' function."

That's right folks, merely reaching the end sequence is NOT the ultimate goal in NiGHTS. You should be aiming to constantly improve your performance on each course, as you would with a racing sim like Sega Rally. Except here you're looking for the best score instead of the fastest time. Thusly, this guide is geared towards telling you how to get the biggest scores possible! But don't worry if you're still struggling for a C grade. The grades are directly linked to the score, so this guide should help you too.





The last dream! Fly as the children!



Frequent nuclear explosions in Nightopia are what warped NiGHTS in the first place.

STAGE ONE: FREE THE IDEYA

Once you've picked your course and the level has loaded, your first objective should be to free the course's Ideya gem from the floating balloon claw as quickly as possible. There are two reasons for this. Firstly, you get a sizeable point bonus for destroying the claw quickly (120, minus the time it took you to free the gem, multiplied by 100). Secondly, everything you score is DOUBLED once the gem is in your possession (and Bonus Time has started). So collect 20 blue chips and head directly for the claw. Do not stop to collect stars, kill enemies, perform stunts, etcetera. Get your chips and go! It is at this stage in the game that the Chip Cages (each containing 8 chips) are valuable, as they allow you to destroy the claw in your first 'lap'. You should be aiming for a time of about 20 seconds here, meaning a bonus score of 10,000 points.



Head straight for NiGHTS' prison!



Use the chip cages to get 20 blue chips quickly!



Deposit your chips in the claw! Free the Ideya!

STAGE TWO: BONUS TIME

This is where the majority of the game is played. With the claw destroyed and the Ideya gem in NiGHTS' possession, it's up to you to zoom around the course scoring as many points as possible before the timer runs out. You can up your score in a number of ways, the most important of which are explained below in detail. And keep out an eye for NiGHTS' temple, as you don't want to enter it until the very last possible moment.

1. STUNT RIBBON: The Stunt Ribbon is by far the most effective means of scoring points. When NiGHTS flies through an Acrobat Hoop he is given approximately 10 seconds to perform as many stunts as possible using the 'L' and 'R' buttons, and this number is then multiplied by 100 and added to your score. So a Dreamy 11 would mean 1100 points. However if you manage to perform MORE than 11 stunts, you are instantly awarded a 'Superb !!!' ranking, and given 2000 points! A cheeky way of doing this is to simply fly along the ceiling or floor of the level tapping the 'L' and 'R' buttons. The ceiling cuts the stunt short, allowing you to rack in the points! Just don't press them both at the same time, or you'll air brake and cut the ribbon off prematurely.











2. LINKS: A link can be started and sustained by either collecting a star, collecting a chip or flying through a hoop. After each item in the link has been activated you have one second in which to reach the next item in the link before it fades away and the link is reset. Links score the corresponding number of points times 10 (for example, a 5 link is worth 50 points) up to the 10 link mark, after which the score peaks and each successive link scores a 100 points only. Certain courses allow you to achieve what is known as a 'continuous link', that is, a link which you can perpetuate from one lap to the next, allowing for (in theory) a link size that is limited only by the amount of time you have. Soft Museum course one and Frozen Bell course one are good examples of this.



(Above) The evil Wizeman! Boo! Claris and Elliot both become NiGHTS to do battle in the final confrontation. Here's a tip: when you grab Wizeman's shield, wait until your other half (the other NiGHTS) grabs the shield too, before attempting to drill dash him. You'll break through in one go!













4. THE REST: Opening a point ball by dragging it through the appropriate number of links (indicated by the number on the ball) gives you an instant 1000 points. Killing a Nightmarian in any style gives you 200 points. Also, if you collect enough stars you will see a Pian holding a board above NiGHTS' temple with a number on it. This is the number of stars you have collected throughout the entire dream, and by touching the Pian on the last course (only on Course four) you can cash in your stars for that amount of points times 10.





3. CHIPS: While chips are necessary to the continuation of long links, they also contribute towards your score in their own right. When you return the Ideya to NiGHTS temple at the end of a course, you are awarded points to the tune of the amount of chips you have collected times 50. So 99 chips (the maximum you can have) gives a score of 4950 - an instant A Grade!





STAGE THREE: THE BOSS

A good performance against the boss (or Nightmaren) is absolutely critical to achieving a record breaking go. When you beat a boss you are awarded a score multiplier directly related to the amount of time you have taken, anything from X1.1 (the worst) to X2.0 (the best). In order to get the X2.0 you've got to defeat the boss in record time - normally under 19 seconds! And although it's possible to select the easiest boss from the NIGHTMAREN RANDOM OFF option in the diary, real NiGHTS masters will always play with the RANDOM setting ON.









SPRING VALLEY - the IDEAL -

COURSE ONE: The maximum link you can achieve on this course is 28, and only by dipping to reach the three stars after looping the first load of chips.





A 28 link is the best you can achieve on course one... unless you go around the course backwards!

COURSE THREE: Near the start of the course, miss the propulsion bumper and head down behind (and above) the waterfall to find a Chip Cage (1). Also on you first lap, loop the star formation before the first Acrobat Hoop to find a hidden Pain Icon (2).



This chip cage is crucial as there are exactly 20 blue chips you can collect before the claw.





COURSE TWO: Make sure you collect the chips hidden behind the mountain at the start of the course (1) to destroy the Ideya claw on your first lap. Also, just past (and above) the waterfall, loop the five stars (with one chip in the middle) formation to reveal a hidden Dash Refill Icon(2).





COURSE FOUR: Loop the three chips above the stone bridge near the start of the course to discover a hidden Loop Icon (1).





You can reveal the loop icon easily by looping the entire bridge.

SPLASH GARDEN - the AFFECTION -

COURSE ONE: Believe it or not, you can achieve a continous link on this course. The key is in looping the large star cluster (1) after the first fountain, then collecting the two stars strategically positioned either side of NiGHTS' temple (2).







You can get a continuous link on this course, but its not easy. Paralooping the star cluster into the fountain is the key.

COURSE THREE: There is an easy Point Ball to be had near the start of this course simply by flying through the centre of these floating water bubbles (1). Also, look out for the brown switch in the bottom/left hand corner of the top/down section over the clock (2).





COURSE TWO: You'll find a Pian Icon hidden in this batch of chips just past the first brown switch (1), and make sure you smash the Chip Cage positioned high as you approach the flower clock (2).





COURSE FOUR: Head down when you enter the underwater section for two Chip Cages (1). Also, if you miss a switch on the 'into the screen' swimming bits, hit the 'L' and 'R' buttons together to brake and turn around (2).





On your first lap get the chip cages and head back out to the claw for a quick time.

MYSTIC FOREST - the POSSIBILITY -

COURSE ONE: This course offers an easy Point Ball (1), and a Continuous Link to those profficient in Paralooping.



The easy point ball. See.



The continuous link on this course is REALLY hard!

COURSE TWO: Loop the four stars just above/right of the first large yellow sign post to reveal a batch of hidden chips (1). Stay high around the course for an easily opened 7 Point Ball, and again loop the batch of stars directly above the smashable rock field for a Pian Icon (2).





COURSE THREE: Head left at the start of the course for a Chip Cage that will allow you to destroy the balloon claw on the first lap (1), and make large loops inside the underground cave to both up your stunt count and open the 1000 point ball (2).





COURSE FOUR: Look for the same four stars secret as in Course 2, and when you enter the top down section guide the car into the garage for a bonus 1000 points (1). Also, in the bottom right hand corner of the maze, fly through the spikey hoop and perform a para-loop in the dead end corner for a Dash Refill icon and four chips (2).









FROZEN BELL - the CONSCIOUSNESS-

COURSE ONE: Once you've disposed of all the Nightmarians (1), this course allows for one of the quickest continuous links in the game! (2)





COURSE TWO: Just after the 32 point ball, loop the first rung of the vertical ladders (surrounded in blue chips) for a Pian Icon (1).





COURSE THREE: Just to the right of NiGHTS Temple para-loop the four orange half-hoops for a Loop Icon (1). This allows you to loop the star-ridden snowball field for massive links! Next, just past the Balloon Claw is a circle of snowballs with chips in the middle. Loop the chips for a Dash Refill Icon (2). Finally, directly beneath the snowballs is a spikey hoop leading to a Chip Cage hidden under an outcrop (3). Use these chips to destroy the Claw on the first lap.







Loop right here!

COURSE FOUR: Make sure you collect all the chips on the first lap so as to destroy the balloon claw on the second lap. When NiGHTS transforms into a sled, hit the first bumper on the track but no others. You can only open the Point Ball at the end of the course if you are going slowly (1).





Opening the point ball is tough. Go slow and aim down the middle!

SOFT MUSEUM - the CONFUSION -

COURSE ONE: Just right of the balloon claw loop the seven stars (with a chip in the middle) to reveal five more chips (1). This course yields the largest continuous link in the game, though its worth leaving the chip cage to the left of NiGHTS temple for a later course..





Can you get a 300 link on this course? We can!

COURSE THREE: Loop the chips just before the cannon for a Pian Icon (1), and when you pick up the Point Ball near the end of the 'into-the-screen' section, hold right to snag the last load of chips to open the ball (2).





You can get loads of points on the 'into the screen' section.

COURSE TWO: There are a number of green chips (near the Balloon Claw) inside the Soft Museum that can only be collected by Claris. As NiGHTS you are awarded 100 points for every bouncy platform you destroy (1). Also, as you leave the Museum and hit the bumper, loop the circle of stars and chips at the top of the level to reveal a Dash Refill Icon (2).







COURSE FOUR: Loop the two single stars just before the entrance to the Soft Museum for eight hidden chips (1), then again loop the last lower mirror inside the museum to reveal an H shape load of chips (2). Outside the Museum loop the four chips (and one star) above the first canopy to discover a hidden Loop Icon (3).





Try performing a stunt as you bounce of the wall in the museum. You get points!



The loop icon makes looping items in the museum a lot easier.

STICK CANYON - the REVIVAL -

COURSE ONE: Just right of the Temple loop the chip formation (with a star in the centre) for a Dash Refill Icon (1). Also, halfway through the course, loop the space directly above the spikey hoop for a Pian Icon. (2)





Leave the refill icon till the end of the course (you'll need it then).

COURSE THREE: You can earn good points from the magnetic scales, so try not to loose too much stuff by hitting the edges of the course (1). Also, there is a Dash Refill icon hidden in a star formation just to the lower left of the balloon claw (2).



Hit the switch to escape!



A magnetic personality?



More hidden items.

COURSE TWO: Snag the Chip Cage to the left of the first anti-grav magnet to open the Balloon Claw on your first lap (1). And there is MASSIVE link potential if you miss the grate-ride (2) and complete the course normally.





COURSE FOUR: Ideally, you want to make it the top of the tower with about 50 seconds left in order to comfortably complete the two grate-rides. There is chip-cage to be found on the way up the tower (1) and a hidden Dash Refill icon (2) though these are of little importance.





Can you find the time extension icon?

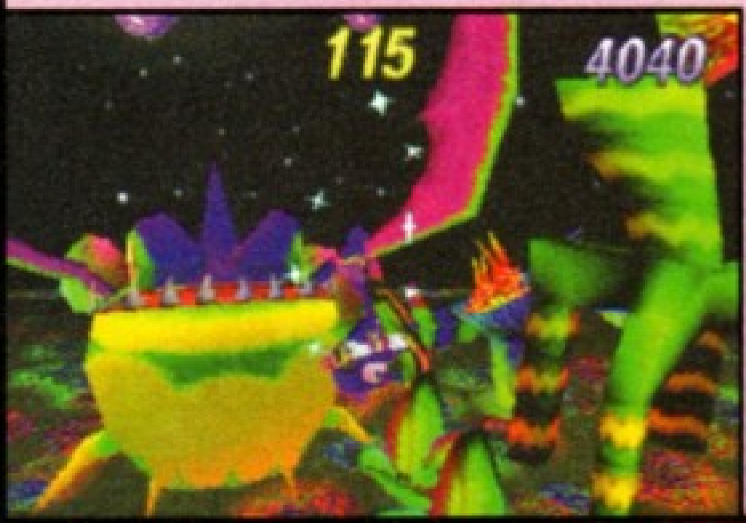
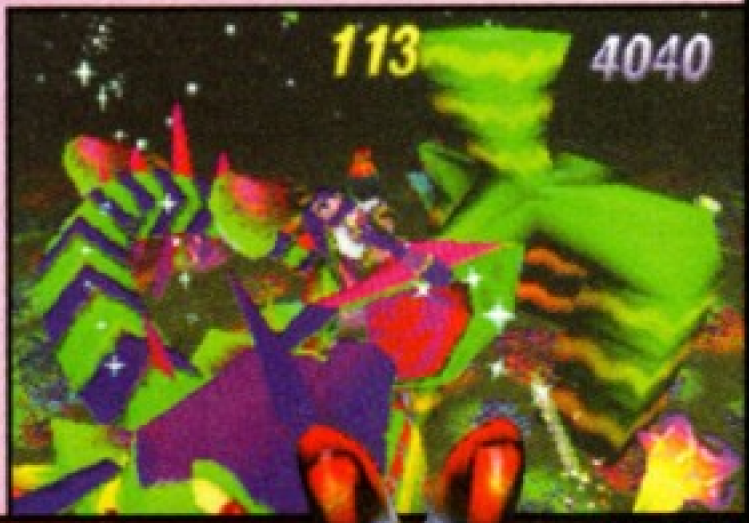
THE BOSSESS

PUFFY: You do not need to spin Puffy to gain power for the throw. The spin is only used to choose the right angle to smash the next breakable section. Like Gillwing, you can't afford to miss one throw if you want the X2.0 multiplier. (95 seconds)





GILLWING: There are two ways to kill Gillwing. The first (and slowest) is to grab his head and touch-dash it. The second (and fastest) is to paraloop his body. By performing a large tear shaped paraloop that encompases both his head and tail, it is possible to destroy Gillwing in ONE GO! Indeed, you have to if you want the X2.0 multiplier. (110 seconds)

GULPO: An easy boss, but one that is surprisingly difficult to do quickly. The trick is in being able to tell which winged bumper will propel you through to hit Gulpo. Often this means going further round his aqua-dome than you might think. (105 seconds)




JACKLE: A tricky boss initially, but easy once you know how. Adopt a high/low pattern when you first approach Jackle to dodge his throwing cards. Then, once you grab him and touch dash him, keep an eye on which direction his coat goes. If you can stay between him and his coat, you can defeat him in record time. (100 seconds)





CLAWZ: The slowest boss in the game, unless someone else can prove otherwise. It is possible to defeat Clawz in a good time, but only by getting lucky. As you destroy a homing mouse, let it propel you back in the opposite direction and sometimes you will catch Clawz as he lands to light the fuse on another one. (100 seconds)




REALA: One of the quickest bosses, simply because you only have to hit him three times. Watch as Reala approaches and time a paraloop so that he flies right into it (this takes a bit of practice). Repeat three times. Voila! (105 seconds)




COOL STUFF!

Just a quick list of stuff you should know.

1. By holding down 'L', 'R' and Y buttons during play you can access part of the sound system.
2. If you run out of time and turn back into one of the kids it doesn't neccessarily mean an F grade. Collect 99 balls and you will get a C!
3. Press X, Y and Z during a replay to clear the screen.
4. Defeat Reala (the boss for Stick Canyon) to open up the two-player versus mode.
5. After you have completed the game once, a new option appears in the diary that allows you to pick your favourite boss.
6. Complete the game with both Claris AND Elliot for a special end sequence.
7. Complete the game with all A grades and you will get a new ending, featuring new still shots during the credits and a new version of the Dreams, Dreams song (sung by adults!).
8. If you touch dash a Nightmarian and they rebound into a Pian, the Pian will lay an egg. Open the egg to reveal a new species: a hybrid of the Nightmarian and Pian! Freak!
9. It is possible to skip the end sequence without loosing your score for the level by pressing A,B,C and START at any time.
10. Changes to a level's A-Life (eggs hatched, freaks made, etc) will not be saved to memory unless you finish the entire level (including the boss).




COIN OPERATED



Only about a year after the third film in the Die Hard series hit our cinemas, Sega – hot on the case as usual – have rushed an arcade game of the franchise onto the streets.

You know what my favourite bit of Die Hard is? It's the scene where Bruce Willis, besieged by armoured cybernetic combat ninjas, picks up a handy anti-tank missile launcher and blows them all away, whilst saying "Yippee ki sayonara, dudes!". Or maybe it's the bit where he's stalking across a narrow bridge between two skyscrapers when he's suddenly assailed by spider-like laser robots whom he proceeds to beat up with his bare hands, ripping their metal legs off and beating their little computer brains senseless with the soggy end. No, no, hang on – it must be the bit where he rescues the President's daughter from a cupboard drawer before the climactic rooftop sword duel with the ancient Samurai gang lord.

What do you mean you don't remember any of those bits? What the hell version of Die Hard have you been watching? The pre-watershed ITV cut? Next you'll be saying you've never seen the epilogue in which Bruce and his be-hotpanted assistant duel with machetes for the final honour of the rescue. Oh dear.

Actually, let's clear the ground before pitching the tent of this Showcase. There are many hardcore fans of the Die Hard movies, some of whom may be reading this magazine. Some of whom, to be honest, are producing this magazine. Before they all start whinging and sending us moany letters saying "Ooh, where's Bruce Willis? How come none of the characters are bald?", let us explain that Die Hard Arcade is related to the movies IN CONCEPT ONLY. And even then, only the first film is used as source material.

The reasons for this are manifold. For starters, licensing the likeness of Bruce Willis would cost lots of money. Second, sticking strictly to the plot of the flick would limit the action. Third, Bruce is just a little baldy slap-head, unlike the chic Sega characters who take his place. Fourthly, can't think of anything. Fifthly... erm... there's only one Bruce Willis and you can have two players on the coin-op. Look – it's Sega's license and they can do what they want with it. Don't give us a hard time about it.





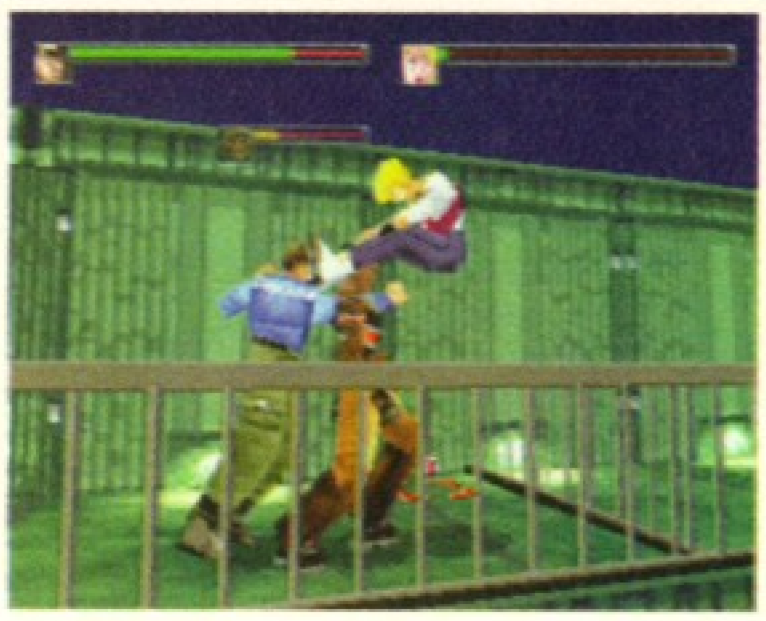
It looks very much like he's holding a gun against her head there. That'll be one of those close-up camera scenes that breaks up the fighting every now and again. Only certain very cool moves are shown like this.









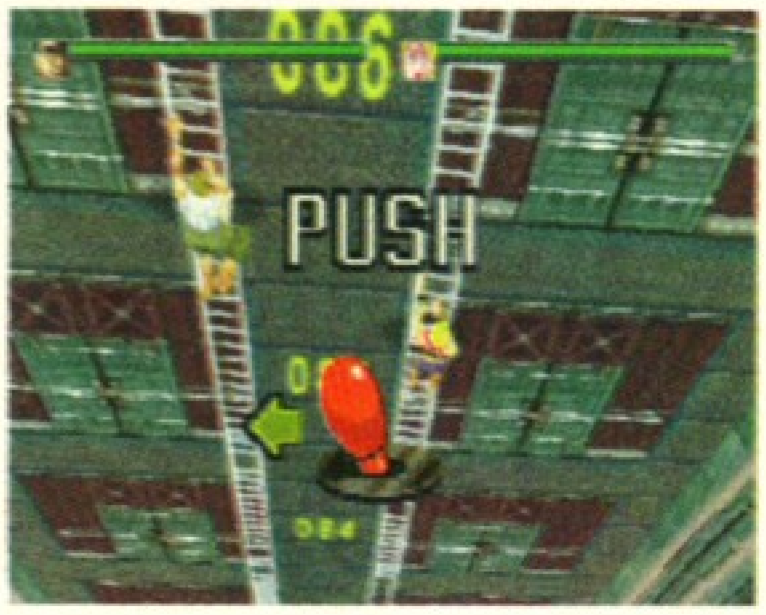


RETURN OF















(ABOVE) Nice bin, kids.
(BELOW) That big thing in the bottom-left corner that looks like a telescope... d'oh!



(ABOVE) That big thing in the bottom-left corner that looks like a telescope is in fact an anti-tank gun. A bit excessive for a beat 'em up perhaps, but ace fun.





WHERE'S YER TOOL?

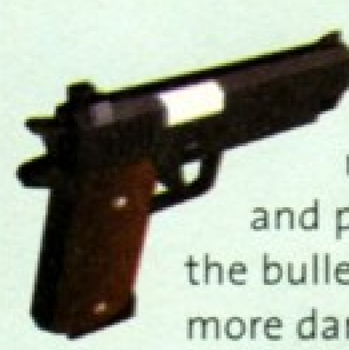
Die Hard is essentially a beat 'em up, but like Streets of Rage it's stuff-crammed with weapons for your bruiser to pick up and use. Most of the usual suspects are there – knives, broken bottles, brooms, chairs etc, along with a shedload of weirder and nastier tools. Space restrictions prevent us from telling you about all of them (there are loads), but here's a rundown of the most interesting weapons...

CS GAS: Arm yourself like a true controversial bobby with this spray of choking gas. It doesn't do a lot of damage, but it does stun opponents long enough for you to inflict a quick comboette on them.

AEROSOL CAN: If you've got a Zippo handy (honest) you can convert any harmless aerosol can into a deadly flamethrower. This is in fact the only part of Die Hard Arcade directly nicked from one of the movies (er, you're thinking of Live and Let Die - Rich). And is NOT to be tried at home.

LARGE STICKS: A decent bludgeoning weapon that comes in many shapes and sizes. The best is definitely the last boss's golf clubs, which you can twirl around and slap him about with.

PISTOL: There are loads of these lying around, most characters drop them when they get decked (including yourself). Whilst the range is helpful and pistols fire rapidly, the bullets don't do much more damage than a good smack in the face.



SMG: Fires short powerful stammers of lead. Looks very cool, too. The only trouble with the machine gun is the long wait between bursts which give your foes the opportunity to do you in.



ANTI-TANK GUN: A big long ridiculous shooter which really has no place in a beat 'em up. The giant shells fired by the anti-tank gun slam any unfortunate in their path against the nearest wall, causing mega loads of damage.



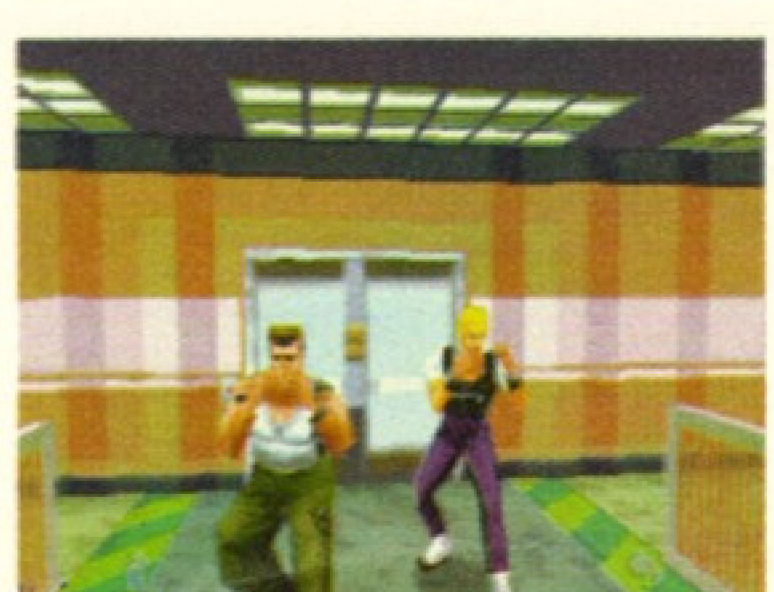
ROCKET LAUNCHER: Serious psychotics will be pleased to see this giant shoulder-mounted fire-stick come into play. It fires smokey exploding missiles which blow up targets and cause much pain. It's a bit of a cantankerous weapon and fires slowly, but it's well worth picking up. Avoid anyone who's using one of these against you.



THE McCLANE

















The surrounding pictures are evidence of what a breakthrough game Die Hard Arcade is. It's the first game which actively encourages you to beat up someone who is taking a wee! Shun is the boss! And, frankly, the less said about the underdressed lads in the toilets the better.

TIME ATTACK

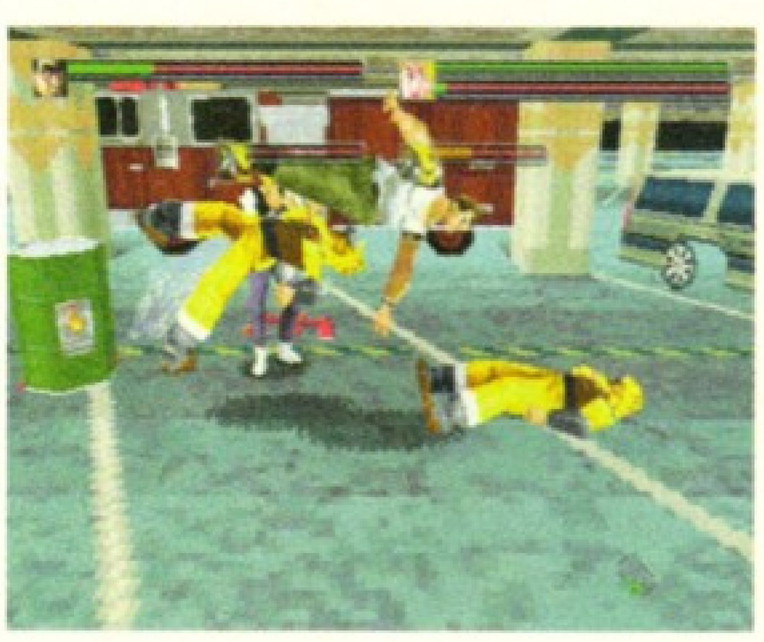
Between some sections of the game our intrepid flatfoots have to hotfoot to their next fighting destination. This being a videogame, even moving around is fraught with danger. As you watch an animated cut sequence of your giant copper legging it around Krakanaki Piazza, or whatever it's called, a CAUTION warning may appear on screen. This comes complete with a prompt to press a button or a joypad direction. Get it right in time and watch as our heroes perform lethal leaping kicks, tackle gun-toting guards to the floor or dodge devastating explosions. Mess it up, on the other hand, and you'll either have to fight the enemy in full-on combat or take a ruck of damage.







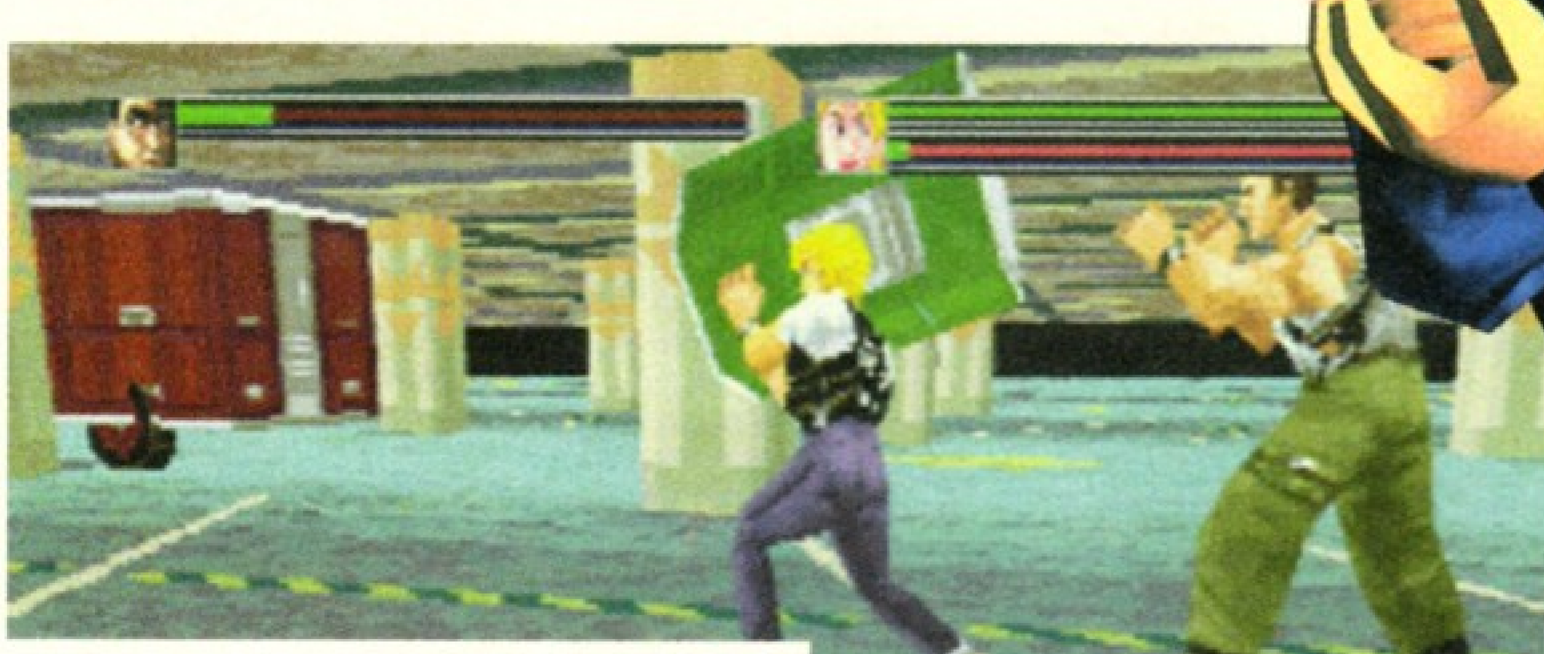














Make like firefighter fighters and beat up the yellowjackets with a fury!

NICE ONE BUDDY... OOF!

The game ends with you hanging around on the roof of the building you fight your way through. Obviously it's all well and good having completed the game, but what if you're in two-player mode and you've still got credits left? Is your money wasted? Why no, for Sega have thought of everything. The two players are left alone on the roof with a couple of weapons, where they can duel for the ultimate glory of being best at Die Hard until all the money is gone. Hooray!



FISTS OF FUN

A fighting game marches on its fists, as the saying goes, and Die Hard provides players with enough combat moves to satisfy even the saddest of chop-socky junkies. Each character is equipped with numerous combos and specials, like Dragon Punches and somersault kicks. In addition there are many many throws, like the 'airplane spin' which knocks down anyone hit by the flailing limbs of the spinee, and anyone in their flight path once launched. Running towards an enemy at high speed and hitting punch has your character dive into their rival and knock them to the floor, whereupon you're free to punch or headbutt them as they're pinned on the ground. And you should see the way the evildoers react when you kick them in the balls.



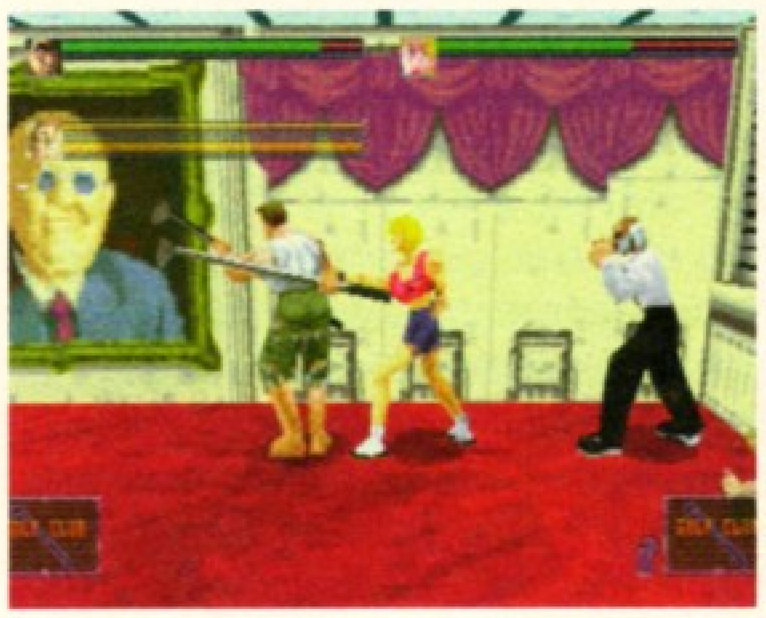
That's you that is. Sccchhhllllllppp!

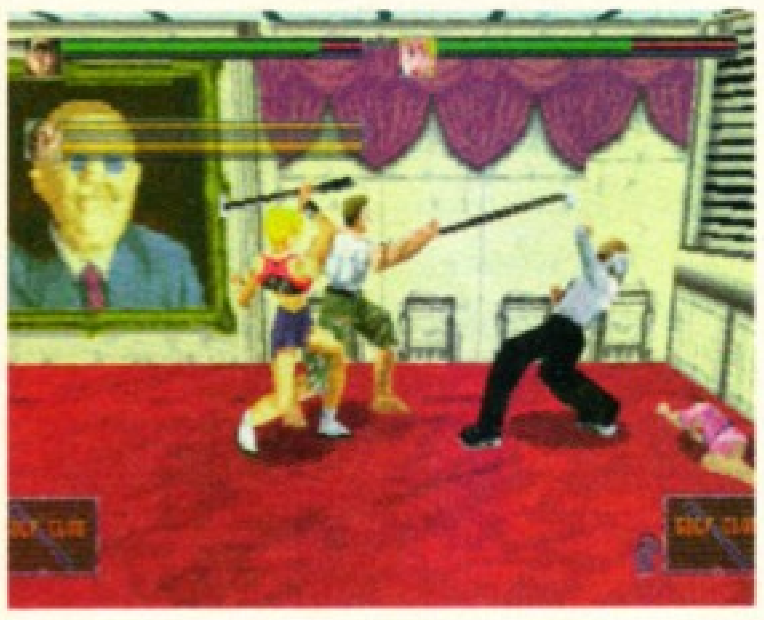


That's a magic desk. It's true! Honest.

YOU'RE GOING DOWN

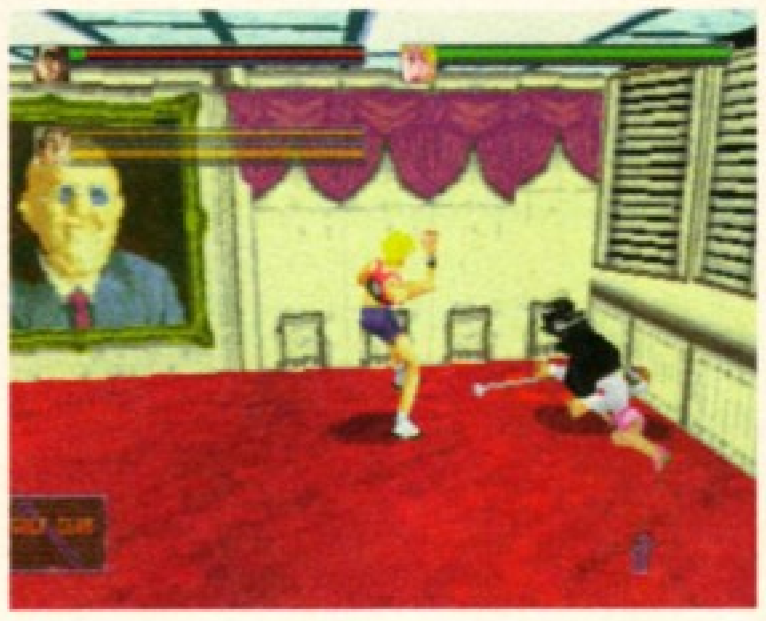
Die Hard Arcade, like the movies upon which it's based, is more of a series of ace set-pieces than a flowing story. Costumes change inexplicably between levels, location changes make no sense and the plot is very daft indeed. One of the better stunts in the game comes after the players are knocked from a rooftop. After a dramatic dropping experience they must fight spidery robots on a narrow fire escape-type ledge leading to another section of the building, after which it's a desperate race up twin elevator rails, with you responsible for swiftly moving your plucky plod out of the paths of oncoming lifts. It's a veritable feast of rail-surfing malarkey ahoy, and no mistake.









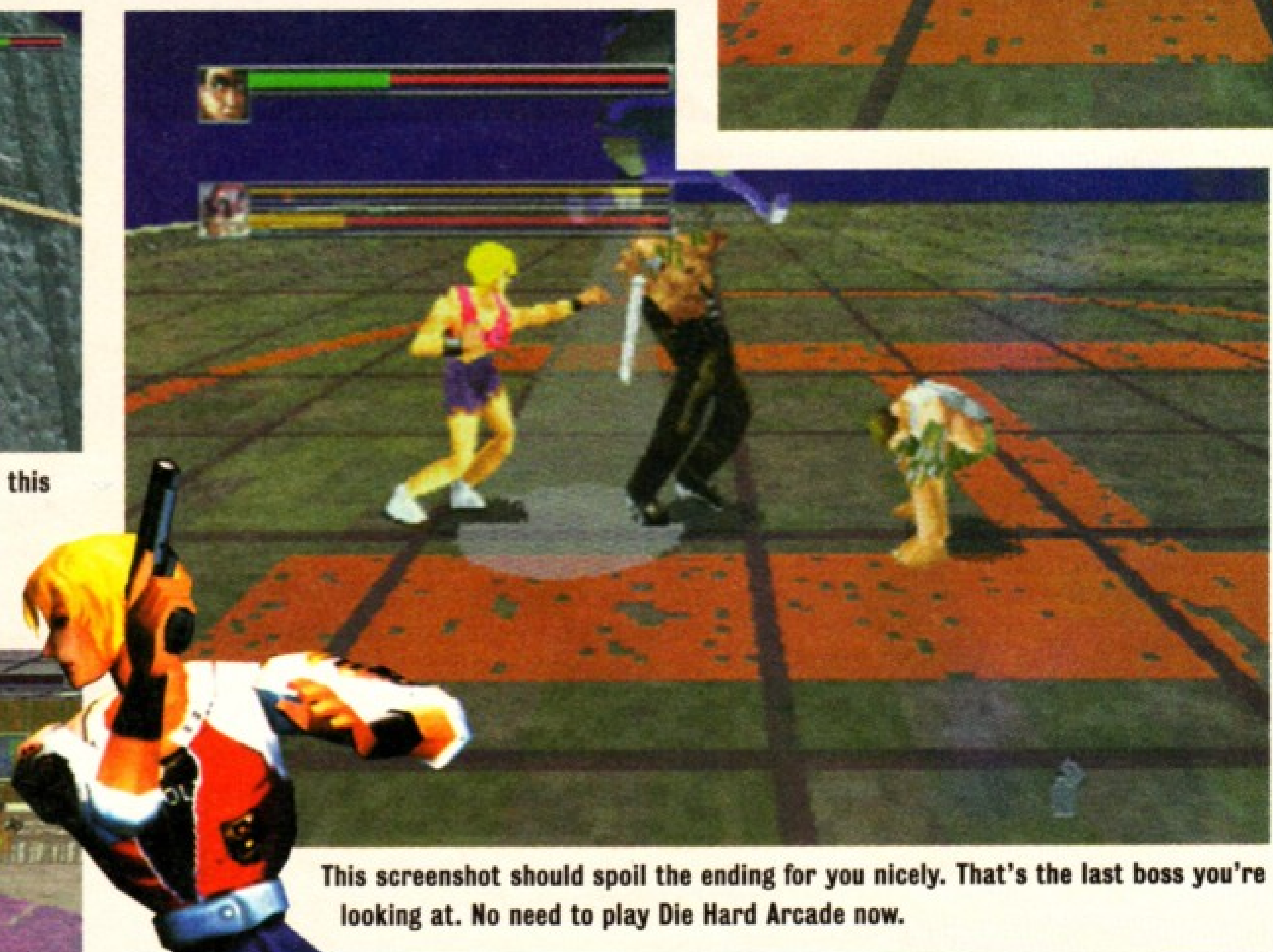








(ABOVE) A rooftop plummet lands you in this precarious predicament. (BELOW) Dual machine guns make short work of a cramped room full of perps.



This screenshot should spoil the ending for you nicely. That's the last boss you're looking at. No need to play Die Hard Arcade now.









DIE HARD AT HOME

Die Hard Arcade is definitely going to be converted for the Saturn. For starters, it's an ST-V title, which means the conversion job should be a piece of cake and with luck there'll be no discernible differences twixt arcade and home versions. However, our only criticism of Die Hard has to be that it's a little on the short side. Hopefully Sega will add some extra Saturn-only features to improve its longevity, such as Time Attack modes or secret levels. Rest assured we'll give the final copy a proper reviewing before we allow you to buy it.

Virtua Fighter 3 will have made its UK debut by the time you read this, and SEGA SATURN MAGAZINE's coverage continues in full-on detail. This month, as promised, we have a small Yu Suzuki interview along with more details on each of the stages in Virtua Fighter 3. Next month, the playtesting will have come into effect, and we'll have a brilliant pictorial feature with some amazing pictures! In the meantime, let's get stuck into the Model 3 action eh? We have an eye witness report by our Japan Editor, Warren Harrod, who was invited to the launch of this wonder game!









IT'S ALMO

AOI STAGE: Snowing Waterfall

Another excellently crafted stage, this time set in a small rock gully at the base of two small waterfalls. It's snowing and there's a small layer of snow on the floor and the gully walls are frozen with bits of ice and snow clinging to the crags. The playing area is a little uneven with an irregularly shaped floor caused by the weathering of the mountain stream and a slightly sunk pool and a few streams of water flowing between the rocks. Once again the rock floor is smoothed off and dips into the water with a curved arc as opposed to a sharp drop. Watch out for the 3D snowflakes. The snow in the distance is smaller than the snow in front of the screen and as the camera angle swings so does all the snow. In addition when the camera pans out away from the characters there's a slight misting effect (to simulate a lot of snow falling which would naturally obscure one's vision) which changes in intensity (strong-weak) depending on the distance. The waterfalls have a great downward flowing effect and at the bottom of the waterfall where it hits the water there's a realistic splash/foam effect. The ripples on surface of the water for the pool and streams flows with the current away from the waterfall. Similar to other stages if the gully wall gets in the way the computer fades it out and then removes it immediately.



AKIRA STAGE: Japanese Fortress

This looks like one of old fortresses that used to be all over Japan in the Shogunate Era. The fighting area is set inside the fortress close to one of the main outer walls and the main fortified entrance. This area has a number of graded areas with the height changing depending where you are. There are a number of large steps towards the entrance, a long inclined area (but not steep) and a long drop to one side where the floor drops to a lower fortress level. The stone walls floor slabs all have a weathered appearance with moss growing on the wall and weeds growing between the slabs. There's no wind but these leaves a easily disturbed. Merely walking on them causes them to shift position a little. Once again the attention to detail is amazing with the leaves quickly rising off the ground but slowly floating down with a little zig-zag movement. And if there's another strong or fast character movement before they land they carry off again from where they are so, two continuously fast moving characters are always surrounded in moving leaves.



Shun has some amazing new throws, and a brilliant new variation on his A+B grapple.



Here you can see Pai using the escape button to dodge around an oncoming Wolf attack.

LION STAGE: The Playground

Something of a sense of deja vu with this uncompleted stage. It looked so similar to Shun's Chinatown Stage that for a long time I thought they were the same stage. Set on a concrete yard with a metal fence around the outside this is the closest you'll get to Fighting Vipers in VF3. Although there are some buildings around the outside of the fighting area in the distance you can still see some scenery in the far background. Similar to the other levels, on to the sides there is a sharp drop and that means Ring Out. The surrounding fence fades away when it obscures the fight - another example of Model 3's mastery. The fighting area looked flat which is why I'm sure it can't be the other roof-top stage.

TAKAARASHI STAGE: Japanese Sumo Ring/Shrine

Set up high on the cliff-side at the top of a mountain with a steep drop to one side is a traditional Japanese shrine with the typical red wooden entrance arch so typical of Japan. A long narrow stepped path cut into the rock leads down from the Shrine underneath the arch and up to the fighting area, a huge circular rock Sumo ring. In the distance, on one side, one can see a cliff side path bending it's way around the mountainside and going over a small red bridge that straddles a tiny waterfall. Although the fighting area level is basically flat the circular Sumo ring gives an unusual visual effect and there's a sharp but not too far drop to a lower ledge on the side away from the Shrine. One has to be careful of positioning when fighting on this level because the tightness of the Sumo ring is hidden by the deceptive wide open scenery.

SHUN STAGE: Chinatown

This is the stage they're using for all the official screen pictures. Apparently the fighting area is on top of a slanted wooden board roof of a shop. There are a lot of Chinese signs around so it could be a shopping area. The curved roof gives a great feeling of depth and as the camera angle swings you can see all the other shops and houses and the streets below. In the distance are only more houses so you really get the impression that you're right in the centre of a built-up town area. There's a iron bar fence to one side preventing you from falling off there and the slope of roof becomes steeper on one side making it look like you couldn't get up it if you tried, however, it is possible to fall of other side.

JEFFRY STAGE: Caribbean Island

This has to be the best stage of all. There are so many things moving around you it feels like the whole stage is alive. In general, you're on a tiny sand bar just a few meters or so away from a small island or peninsular. There are a few clouds in the sky but the sun is shining brightly and it's light sparkles on the sea sea surface with gently undulating waves. Because the sand bar is NOT flat but curved in an egg-like hemispherical curve s the sea's current washes up/down against the tiny sand bar the sea level rises/lowers and the playing area slowly gets smaller/larger with the current. But it's not just a pretty picture, your characters can interact with scenery. As you walk a little bit of sand is kicked up and falling on the floor send sand scattering as well. Also your fighting area is not limited to the dry sand area you can go splashing into the water and if you are knocked over you send water flying. If you stand on the edge not moving the sea comes in around your feet with a little ripple effect.

PAI STAGE: Chinese Wall

This stage has the most impressive scenery of all the stages. The magnificent view of the Chinese wall stretching into the distance with mountains in the background and the sharp drop of the hillside running alongside the wall gives a great impression of grandeur. Every guard post fortification on the wall has a giant banner fluttering in the wind. The movement is unbelievably accurate with the ripple effect changing slightly with the strength of wind occasionally. The wall goes up and down following the curve of the hills. You can go up and down the steps on the wall using them for tactical advantage. You can also use the small walls at either side of top to trap your opponent. Because the fighting area is long and narrow, occasionally the camera angle will put the wall in the way so you so can't see your character. However, the game realises this and fades the wall to an opaque see-through wall if the viewing distance is far but as the camera eye gets closer and the wall begins to fill the screen it fades away leaving a clear screen. Wow!



ST HERE!

WOLF STAGE: Underground Cavern Stage

At first this stage looks a little simplistic and a bit of a let down after some of the other stages but in reality this stage has some of the best effects of all. Set inside either the back of a giant cave or in deep underground cavern the only light comes from a large log fire in the distance. As the flames twist and dance the light on the walls flickers also. Sometimes bright, sometimes dim the shadows fade or darken accordingly. The brightness is good enough to pick up the detail of the rock strata and one can see some mould growing and the occasional mark where water has run down the wall side. Nothing is flat. The walls curve and bend around like a real cavern, there are stalactites and stalactites in the distance and the floor is uneven, rising and falling in places. All in all, despite the lack of immediately obvious graphical tricks it has a disturbing claustrophobic feel to it which needs to be seen to be believed.

KAGE STAGE: The Desert

This is another stage that looks deceptively simple but contains absolutely stunning visual effects. The entire stage is set in a vast desert which stretches as far as the eye can see. The modelling of the air dynamics as the sand billows and dissipates into the air is beyond belief. And it's not just in the background either; occasionally the sand is blown across the characters' fighting area and straight towards the camera. Wow! Another great effect is on the surface of the sand. Just like the sand-bar in Jeffry's stage sand is kicked up and sent scattering when the players land on the sand or try to kick. However, because the sand is slightly darker here you can see all the marks in the sand. For example, walking leaves foot steps, dragging your feet leaves a line and falling over leaves an appropriately sized mark in the sand. No ring out device could be discerned at this stage in development. However, they have to put some kind of ring-out in don't they or else you could go on fighting for miles in the desert with out food and water and die of dehydration or exhaustion.





The players adapt to the steps (top) and the brilliant Caribbean stage (below).

LAU STAGE: The Library

The best part to this stage is at the beginning of a new round when the camera zooms across the great hall. It starts high up near the ceiling and then swoops down low before then fixing on the characters. Huge pillars and marble arches hold up walkways around the side of walls. Detailed patterns are found both in the wall design and stone flooring. The side walls have giant windows running for most of their length and there's a huge glass domed ceiling. The main arena is a raised dias in the centre of the library. However, you can come of here and fight around the immediate area also. The steps are a lush velvet and all the railings are a glittering gold colour. However, the size of the library is what really catches your attention. While the other levels, like the mountain and beach areas, are visually bigger in appearance, the fact is that the backgrounds are just pictures drawn to give the impression of distance.

SARAH STAGE: Subway Station

Set in an apparently disused underground subway station (the exits all have metal grills blocking them) the two main features of note are the passing of a subway train and the steps leading to an exit. The subway train is very fast and smooth and appears behind the moving characters with no problems whatsoever. No speed loss or poor polygon clipping. There are about 4 or 5 steps available (the rest are blocked by a metal grill) on one side of the station for the character to use for strategic affect. The extra height can be used to jump over your opponent or allow for easier head blows with a kick attack. Although the station looks a little plain at the moment there are some superbly drawn billboard signs around to brighten the stage up. Look out for the car commercial in particular. Whether or not you can fall off the platform edge and be hit by a subway train isn't known yet but it's certainly possible. What a way to go!



A Lau versus Lau confrontation on Sarah's subway stage.

YU SUZUKI LATEST

THE FEVER PITCH IN JAPAN LEADING UP TO THE LAUNCH OF VIRTUA FIGHTER 3 IS FRANKLY AMAZING. AM2'S DIRECTOR, YU SUZUKI, HAS BECOME SOMETHING OF A MEDIA CELEBRITY AS HE PRESENTS HIS LATEST MEISTERWERK. HE HAS ALSO CONDUCTED A NUMBER OF INTERVIEWS FOR THE JAPANESE PRESS - THIS LATEST DISCUSSION CONCERNS THE FINISHING TOUCHES HE'S PUTTING TO VIRTUA FIGHTER 3.

QUESTION Please tell us a bit about the latest developments for VF3.

YU SUZUKI At the moment we're fine-tuning the balance of all the new fighting techniques. For example, adjusting the precise timing of the techniques and sensitivity of the command button's reaction time. I have the feeling that we're entering the final stages. This area of fine-tuning is going well and the current version feels a lot better.

Q Specifically, what kind of sensation is it?

YU SUZUKI The feeling of direct control over the character as you manipulate the stick. Playing with it feels really great.

Q You've added a fair number of new techniques haven't you?

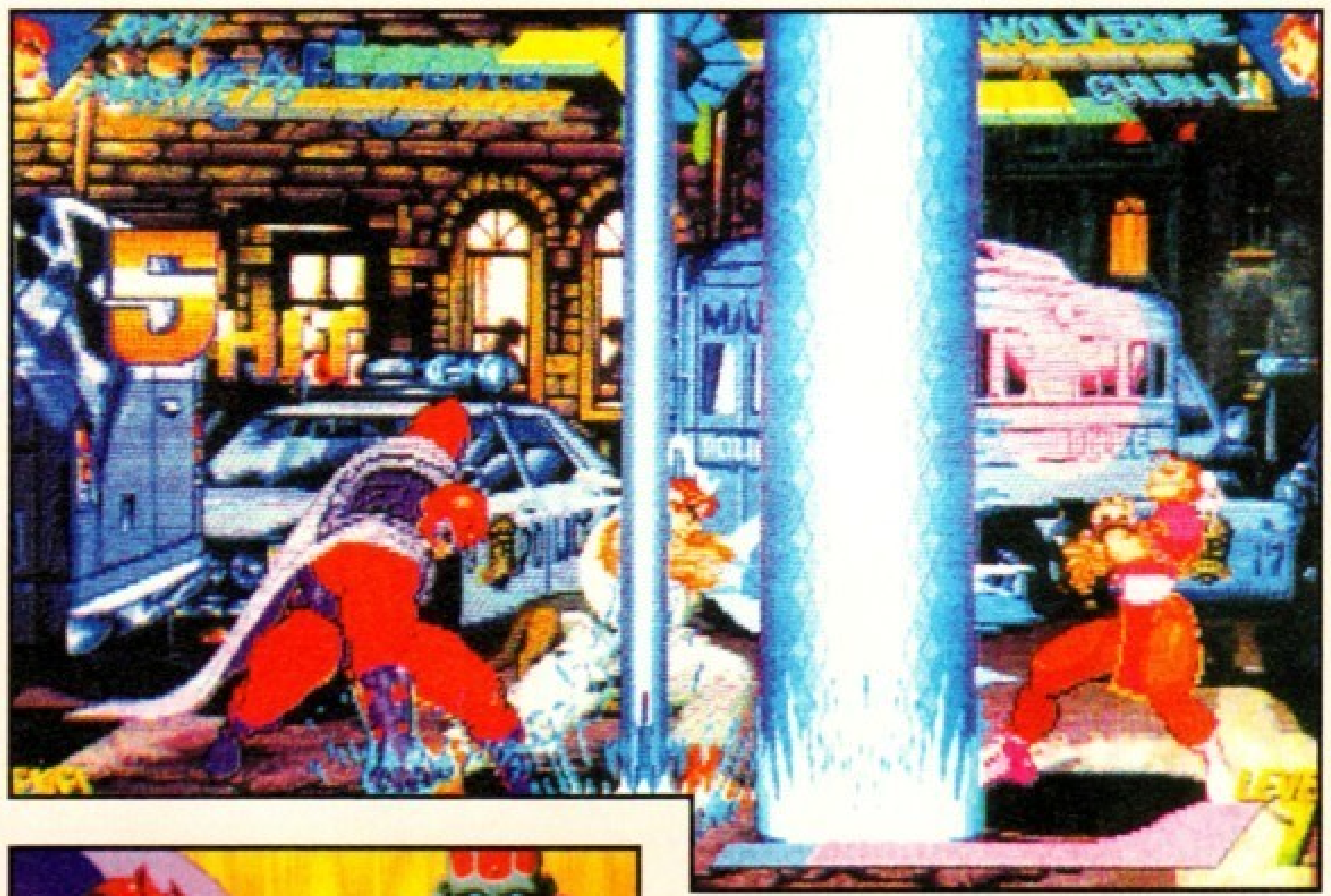
YU SUZUKI Yes, quite a few and it's still increasing. Presently, we're mainly creating techniques with flexibility so that various skills can be derived from them. Tuning this kind of technique is very difficult. If it's too powerful the technique will have a disturbing manner and it'll destroy the game balance.

Q Is it even more difficult because of the new characters and their new moves?



YU SUZUKI At the moment we've obtained a set level. It's not that there are any especially weak characters or strong characters, all the characters have the nuance of feeling as if they're strong

STOP PRESS! STREET FIGHTER VERSUS X-MEN!



Cammy wilts under a magnetic rampage from the evil X-Villain, Magneto.

Just as we went to press, Capcom released firm details on what is potentially their most explosive fighting game to date. Entitled Street Fighter Versus X-Men, the game is a follow-up both to Alpha 2 and Marvel Super Heroes and it looks like being one of the company's greatest games to date!

So what's the deal with this new fighting game eh? Why should Capcom bother when Marvel Super Heroes and Alpha 2 are so cool? The answer is obvious - those games although similar in concept are totally different in execution, so what would happen if you merged the two? You'd better another different style of game, that's what.

The scenario behind the game hasn't been revealed by Capcom yet, but the game is already very different in that you select TWO characters at the beginning of the game. The idea is to introduce the concept of team work (something quite big in the X-Men comics) by allowing you to switch between the two fighters during the game. Capcom have placed no limitations on this function either, so if you fancy taking an X-Man and a Street Fighter into battle as a team, that's fine by them. Heck, you can even fly in the face of convention by getting blood enemies like Bison and Chun-Li or Wolverine and Sabretooth to team up!



Charlie takes on the superhumanly powerful Rogue with his somersault kick attack.



The actual fighting action remains superb. There's a mixture of martial arts action, special moves and Super Combos - just like Marvel Super Heroes, in fact. The Supers look even more spectacular than ever before - Rogue's power-sapping kiss on the lips looks brilliant. Look out for more details in forthcoming Saturn Magazines. Here's hoping it makes it to the Saturn...



Gambit uses his mastery of mutant kinetic energy to inflict a devastating 16 hit combination on Cammy.





THE STREET FIGHTER POSSE!

The characters chosen by Capcom span the entire history of the series, from the original SF through Super SF2 to Alpha! The entire cast is:

RYU: The mightiest world warrior returns. Like all of the SF characters, he's been given some awesome X-attacks to use as Super Combos!

KEN: Where would a Street Fighter game be without both Ryu and Ken in the picture eh?

CHARLIE: SSM staff are a bit unhappy that Guile has left out in favour of Charlie, but at least someone from Alpha is represented in the new game.

M BISON: Once again, the master of Psycho Power arises from the depths of Shadowloo to do battle. Will his unearthly powers match up to the might of Marvel's finest?

DHALSIM: With his stretchy limbs and bizarre yogic capabilities, Dhalsim himself wouldn't seem out of place in a Marvel comic!

ZANGIEF: After a brilliant renaissance in Alpha 2, Capcom have kept the old Russian bear fighter in the picture.

CAMMY: The Super Street Fighter games are represented with Cammy, the crack British secret agent with the super-tight leotard.

CHUN-LI: Burning with vengeance against M Bison (still), will she team up with the X-Men to defeat her nemesis? It's up to you...

THE MUTANT TEAM SUPREME!

Capcom have amassed the greatest mutant fighters from X-Men and Marvel Super Heroes and added the three most popular characters previously absent.

CYCLOPS: The leader of the X-Men returns in this new game. His capabilities (Ryu-style martial arts with added optic power) seem very similar to X-Men: COTA.

WOLVERINE: Perhaps the cheesiest character ever to appear in a Capcom fighting game returns. So even Rad will now stand a chance.

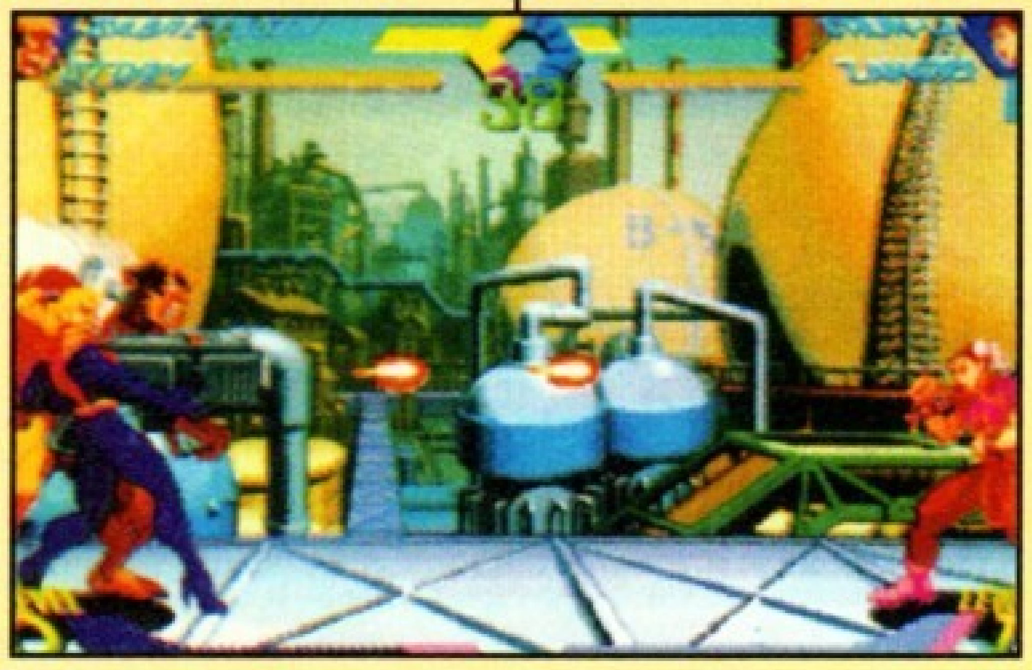
MAGNETO: Not the all-new mind-wiped good guy Maggy in the comics now, but the full-on be-helmeted master of magnetism! A terrifying force for evil.

JUGGERNAUT: The unstoppable twisted half-brother of Charles Xavier has the distinction of being in the X-team, even though he isn't a mutant, having gained his powers from a mystical ruby.

SABRETOOTH: *AN ALL-NEW CHARACTER!* Wolverine's nemesis - he's bigger, nastier and even more psychotic than Wolvie ever was.

STORM: Mistress of the elements, Storm was swift in the air and possessed of some fierce weather-based attacks in X-Men: COTA. Expect more of the same here.

GAMBIT: *ANOTHER NEW CHARACTER!* This Cajun is a superb athlete, but is most noted for charging up playing cards with mutant energy and chucking them about.



ROGUE: *YET ANOTHER NEW CHARACTER!* It's about time that the flying, superhumanly strong, power-sapping Southern Belle made an appearance.

Win a year's supply of SEGA games with SSM and TWIX



THE TIME:	2.30 pm 2nd NOVEMBER 1996
THE PLACE:	MEGASTORE OXFORD STREET, LONDON.*
THE EVENT:	TWIX JUNIOR GAMESPLAYER OF THE YEAR CHALLENGE!

*Next to Tottenham Court Rd Tube.

SEGA SATURN MAGAZINE has teamed up with the confectionery maestros of TWIX® to bring you a games challenge like you will just not believe. In fact, we here at SSM are having some difficulty believing it ourselves. Anyway, the point is we're looking for THE MOST GIFTED GAMING GOD IN GREAT BRITAIN and NORTHERN IRELAND.

W...W...What?!?

Yes, that's right, we want to know who's the top Saturn player in the country, and we don't care how many of you have to suffer in the process. In return, we're offering untold riches and wealth beyond imagining to the lucky winner... well, £1000 of games, anyway. You'll be dragged kicking and screaming down to London where you'll be strongarmed into competing in a gladiatorial-style games battle against players from across the country, Or maybe just from your street. Depends how good your mates are, really.

B...B...But how?!?

Easy peasy nobby cheesy. All you have to do is prove your worth at the all-new instant classic that is NiGHTS. If you're one of our eight top scorers we – that's SSM and our new-found bosom buddies at TWIX® – will whisk you down to the Virgin Megastore Oxford Street* for the TWIX® Junior Gamesplayer of the Year Challenge.

What about the loot?

Along with the esteem of playing in the TWIX® Junior Gamesplayer of the Year finals, we're also offering some fantastic prizes for all the competitors on the big day.

GRAND PRIZE **The overall winner of the TWIX® Junior Gamesplayer of the Year gets every Sega Europe Saturn game released over the next 12 months, worth over £1000! Plus there's a year's supply of TWIX® bars to go with it!**

RUNNER-UP PRIZES **The seven unlucky also-rans needn't feel too despondent about not claiming the big title. Each runner-up receives an exclusive medal to show they took part in his prestigious event, along with a box of TWIX® bars and a load of other goodies. It's a lot better than a poke in the eye with a sharp stick.**

The Challenge

NiGHTS is probably the most eagerly-awaited Saturn game so far, as well as one of the most brilliant. Like a TWIX® bar, it takes a bit of chewing before you finish it. Unlike a TWIX® bar though NiGHTS isn't full of biscuit and caramel, but tough Links. The more Links you score, the better NiGHTS player you are, we reckon. **So we want to see who can score the most Links on the first stage of the Frozen Bell level.** On the day of the contest the eight players with the best scores will be brought down to London for the playoff. Fill in your score on the form below (or a photocopy), and get a parent or guardian to sign it so we know you're not fibbing. Remember to enclose two TWIX® wrappers with your entry. You can enter more than once, but we want empty TWIX® wrappers every time. Send your completed entry to: **TWIX® JUNIOR GAMESPLAYER OF THE YEAR, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** The competition is open only to gamers aged under 18. Entrants aged under 16 must be accompanied to the final by an adult. Sorry to all you old folk who can't enter, but them's the breaks. And speaking of breaks, why not settle down with a nice TWIX® and read the rest of the mag?

TAKE A BREAK WITH TWIX® AND POWER UP!

After weeks of frustration and torment plugging away at NiGHTS you've finally reached the monstrous Wizeman. You've got a choice: pitch your wits against his superior power right now or hit the Pause, break with a TWIX® and work out what to do next. Just as you're about to choose here comes your girlfriend giving you earache about spending all your time faffing around with your Saturn. What does she know anyway? She's nice and all but she still thinks Links is that nice aftershave Jamie Redknapp advertises. You want to be the best so you've got to practice. You know that you're really good so take a break from the norm and enter the TWIX® Junior Gamesplayer of the Year. This will show her that there is more to life than shopping.

Just because you're not very good at traipsing round the shops on a Saturday afternoon doesn't mean you're not a winner.



TWIX® JUNIOR GAMESPLAYER OF THE YEAR ENTRY FORM

My highest number of consecutive Links on the first Frozen Bell stage of NiGHTS is..........

My name is.......... My age is..........

My address is..........

....

....

My home telephone number is..........

'A BREAK FROM THE NORM.'

Please get one of your parents/guardians to sign the following...

I verify that the above details are correct, and hereby give my permission for the above named person to take part in the TWIX® Junior Gamesplayer of the Year challenge, should they be selected.

Signed.......... Date..........

IMPORTANT!

You must enclose two TWIX® wrappers with each entry form.
No purchase necessary. All entry forms MUST reach us by 18th October 1996.
You must be under 18 to enter. If you are under 16 an adult MUST be able to accompany you to the challenge.

Please note that EMAP Images cannot be held responsible for any entries lost or damaged in the post. Normal competition rules apply. *Prize includes standard-class return rail fare to London.

OUT NOW

NiGHTS

BY	SEGA
PRICE	£59.99 + CONTROLLER
RATING	97%



NiGHTS should be the easiest game in the world to write about, because it's absolutely brilliant. However, it's also incredibly difficult to describe the feeling you get playing the blighter. By now, hopefully, you'll have had the chance to experience this for yourselves thanks to the lovely demo on the front of this issue (unless you bought the non-CD edition, which would be sad). You won't have had a crack with the analogue pad, though, which significantly enhances the NiGHTS experience. And you won't have played the whole game, which is a joy to behold – especially the clever later levels. Oh readers, if only you could share in the joy NiGHTS has brought us here into he office.

But now you can! Yes! Yes, you – you normal people! For NiGHTS is now in the shops! Rush out and buy it! Go on! If you haven't got any money ask for an early birthday present. Or Christmas present. Or retirement present. Anything, just make sure you get this game. It's beautiful.

GAME OF THE MONTH – SEGA SATURN MAGAZINE









Olympic Games

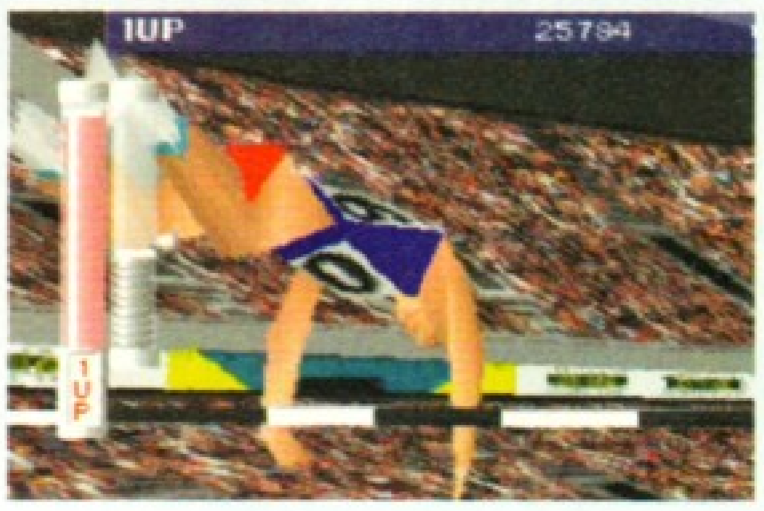
BY	US GOLD
PRICE	£44.99
RATING	79%



Well, at the time of writing, the frankly abysmal Atlanta Olympics are finally over, so we don't have to put up with those horrendous Coke ads any more. Nor do we have to bear witness to the British ineptitude at all manner of sporting events. What we do have as something of a legacy is US Gold's Olympic Games license, which just like the real thing could have been much better.

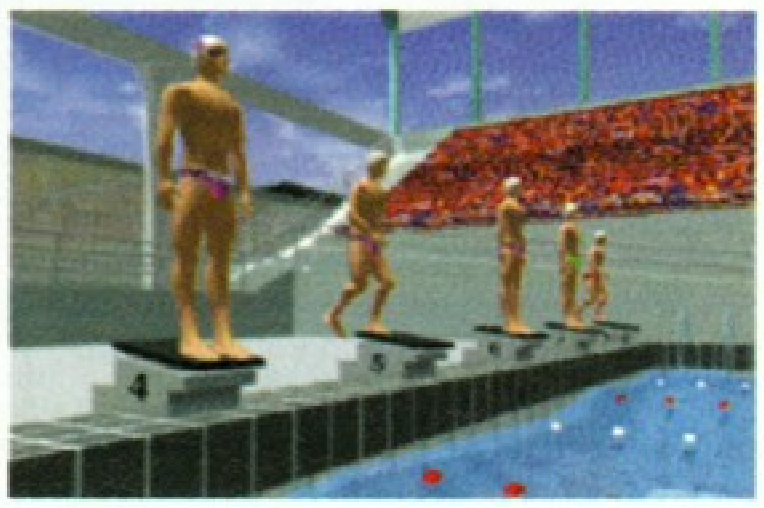
There's nothing really bad about this particular games. It's just that in just about every department, everything could have been much improved. The graphics are very poor indeed judged by today's standards and whilst the gameplay is very similar to what has been achieved with Athlete Kings, Olympic Games lacks the presentation and appeal. Where the game does score is in the volume of events. It has five more than Athlete Kings and isn't limited to Decathlon events (as the AM3 title is) and includes stuff like swimming, shooting and archery.

But in the final analysis, although a fairly decent title, it lacks the excitement and technical excellence of Athlete Kings. Our advice? If you're really keen on this style of game, we firmly recommend the AM3 title.









OUT NOW

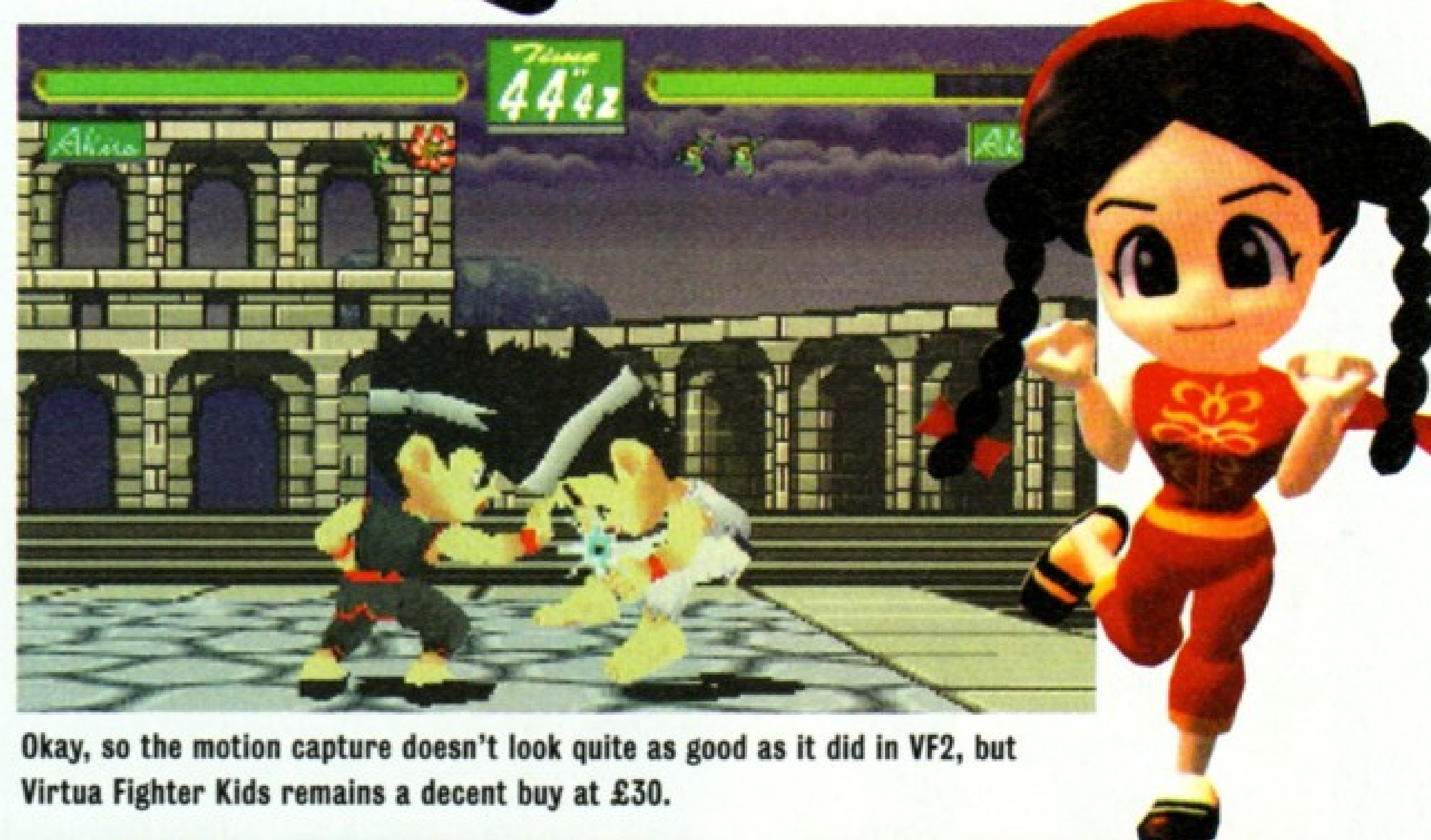
Virtua Fighter Kids



BY	SEGA
PRICE	£29.99
RATING	91%

We've said it before, and we daresay that before our publishing days are over we'll be saying it again: "you just can't beat a bit of Virtua Fighter". This is the fourth VF game to grace Saturn screens, and to all intents and purposes Kids is Virtua Fighter 2 Remix... only this time, there's a lot more included - not just new fancy visuals. Although you get that too.

AM2 have taken one of the most complex, deep and involving fighting games ever and made it a tad more accessible by cutefying the characters and including numerous extras designed to made the game easier to get into. The result could have been a horrendous mish-mash, but thankfully AM2 have crafted a quality product. By choosing between the NORMAL and KIDS modes, you essentially get two different control methods: one that helps you out plus the VF2 default. The thing is, even if you try to play the game just like VF2 you can't help but adapt your tactics. The game is a lot faster than the standard version and the top-heavy nature of the fighters plays havoc with those combos you've spent years mastering. In a fundamental way, VF Kids is very, very different to Virtua Fighter 2.



Okay, so the motion capture doesn't look quite as good as it did in VF2, but Virtua Fighter Kids remains a decent buy at £30.

Of course, the best thing about Virtua Fighter Kids is the price. Here at SSM we do have doubts that the game is actually better than the version of VF2 already out. However, with a price tag twenty quid lighter than its cousin, that could well sway your decision in favour of Kids.



In short, another AM2 triumph, but unless you're seriously addicted to VF, you'd be hard pushed to justify buying this if you already own Virtua Fighter 2.





ALIEN TRILOGY

BY	ACCLAIM
PRICE	£44.99
RATING	89%

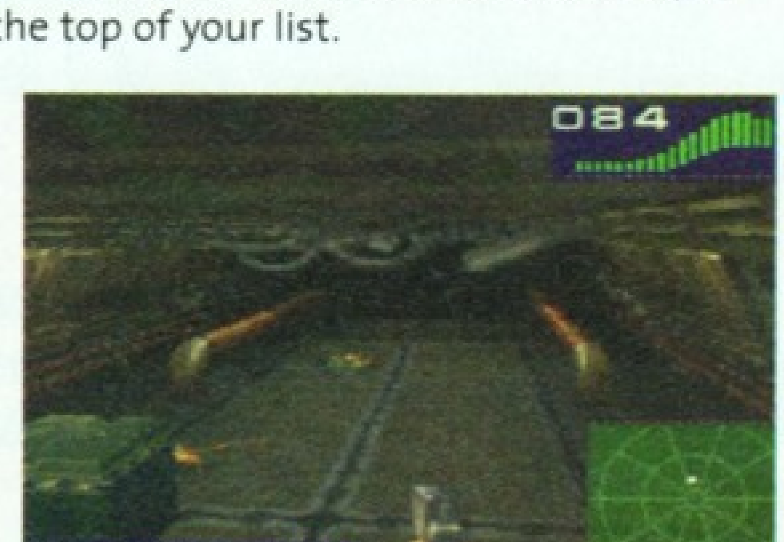
It's been a long time coming, but Alien Trilogy is finally on the streets. Luckily for Acclaim, it's been worth us sitting around twiddling our thumbs for six months to play it. Just about. There's no doubt that had Alien Trilogy been one of the first wave of games for the Saturn (practically as intended) it would have been totally jaw-dropping. The 3D environments are gorgeous, enhanced by the scary lighting which is responsible for most of the game's atmosphere. The rest of the involving feel of Al Tril comes from the unobtrusive music. Beyond that it's an all-gats-blazing gorefest, popping caps at any xenomorph who fancies its chances. Comparisons to Doom (or in the Saturn's present situation, Exhumed) are inevitable, and although a cool game, Alien Trilogy does lack a certain something. Perhaps it's down to the fact that Aliens only attack at close range, making them quite easy to pick off (the humans with guns offer far more resistance).

The lack of a two-player option lets it down a bit, but for an absorbing and downright eerie shooting escapade Alien Trilogy is your man. However, for the pinnacle of the genre Exhumed should be at the top of your list.











OUT NOW



Athlete Kings

BY	SEGA
PRICE	£44.99
RATING	91%



This is a true arcade quality game, which isn't surprising since it began life as one of those ST-V coin-op titles. The thing is though, Athlete Kings' graphics are so excellent you might even believe that it's running on a Model 2 board! For your money you get ultra hi-res graphics (clearer and more distinct than anything seen on Nintendo 64 or PlayStation) and super-smooth 60 frames per second action. Athlete Kings really is a visual feast.

Cunningly timed to coincide (well, in Japan at least) with the Olympics, this ten-event competitive sports title is well worth looking at. Just like Track and Field and its ilk, Athlete Kings isn't going to win any awards for the depth of gameplay. It's a real button smasher in the tradition of those old multi-event coin-ops, although much time is spent perfecting your joypad-destroying techniques.

Although quite limited in its single-player form, Athlete Kings really comes into its own as a multi-player experience where the rivalry between players adds immensely to the enjoyment on offer.

After the ST-V charms of Baku Baku Animal, VF Kids and the forthcoming Die Hard, can the AM departments do no wrong? From the quality of Athlete Kings, it would appear not.









Exhumed

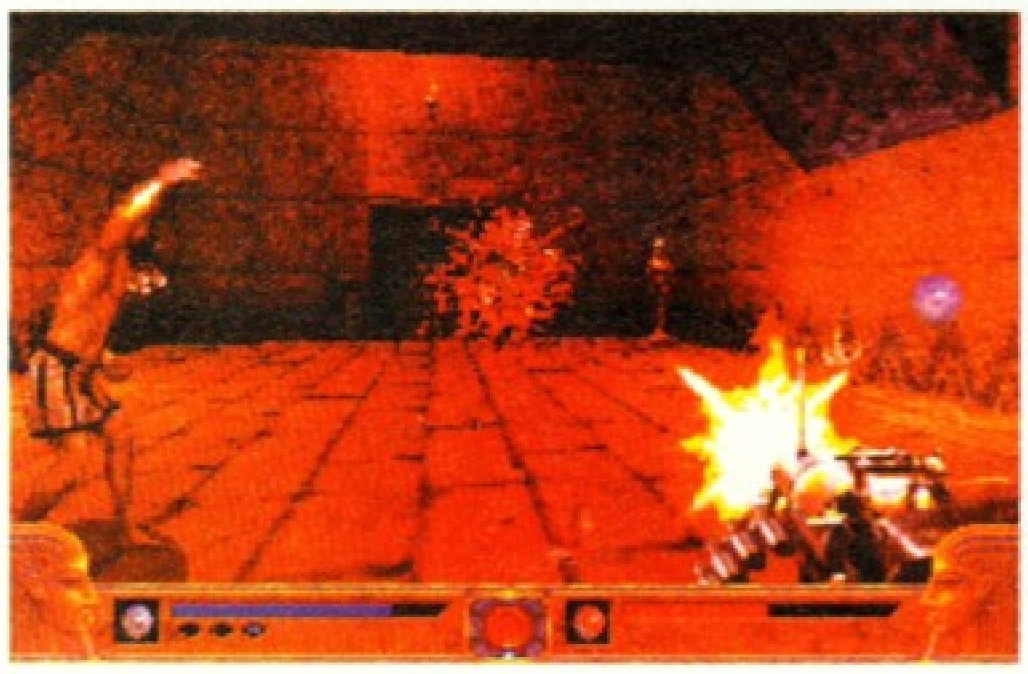
BY	BMG
PRICE	£44.99
RATING	92%

If there's one genre in which the Saturn is truly lacking, it has to be the first person perspective blasting game a la Doom. This is all set to change over the next few months with the release of games such as Doom itself, pseudo-sequel Hexen and Duke Nukem 3D. However, beating them all to the punch is BMG's Exhumed, which is so good, Sega bought it up to release for themselves.

Imagine Doom, but with an Egyptian sort of theme to it and you have Exhumed. The most impressive aspect of the game is undoubtedly the graphics engine. It uses the same "Build" technology as the PC's impressive Duke Nukem 3D and boasts a super-fast frame rate (far higher than Doom on PlayStation) and all manner of impressive visual effects, foremost amongst them the brilliant lighting on some of the stages.

Although clearly inspired by Doom, Exhumed also features some brilliant puzzling more in the style of Hexen. Objects and knowledge collected in later levels can be used in earlier ones, making for a far less linear experience than Doom. One aspect in which it isn't quite as good as id's game is the violence. Although the weapons are impressive, there's a severe lack of gore and the meanies you come up against just don't really have the impact of Doom's.

However, the fact is, you've really got nothing to moan about with Exhumed. Outstripping Doom in terms of concept and technology, this game finally gives the Saturn a decent 3D first person blaster. So finally, Robotica can be consumed to the compost heap on which it deserves to fester - Exhumed is bloody great and should be purchased NOW.







CD FILMS/MUSIC

To play any of these titles, you'll need a **video cd card**, costing £170. See your retailer for more details.



THE LAWNMOWER MAN

BY PHILIPS | PRICE £15.99 | RATING ★

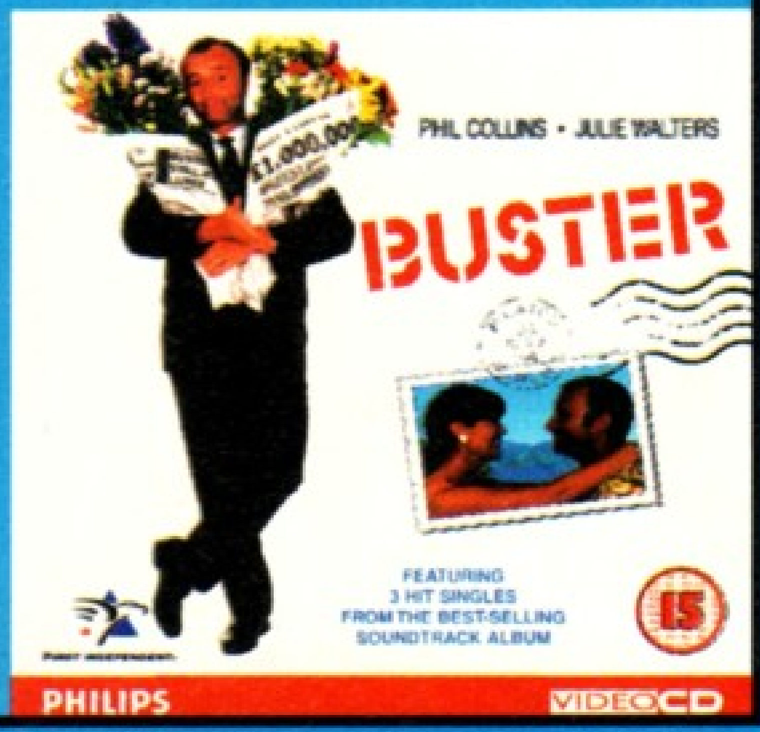
The review quotes all over the front and back covers of Lawnmower Man refer without exception to the "Sizzlingly spectacular special effects", and the blurb assures us that these are "never seen before in the UK". Well I saw them about three years ago when I watched LM at the cinema, and they were absolutely crap then, so Lord only knows why they're trying to make such a big deal about it now. Mind you,there isn't exactly a lot else to shout about either. The story, which concerns an idiot gardener transformed into an omnipotent CyberGod-type by playing VR games, treads a narrow line twixt ludicrous and boring. The characters are as flat as the sets (which is very flat indeed), and the computer-net-type scenes (surely the crux of the movie) look like a bad late-Eighties pop video, or one of those Godawful "Take Me To Your Dealer" rendered T-shirts. The only faintly amusing thing about The LM is that someone we used to work here we thought that it was quite realistic and really could happen.



BUSTER

BY PHILIPS | PRICE £15.99 | RATING

Watching Buster was initially quite thrilling for me, akin to viewing some kind of underground contraband cinema. That's because where I'm from Buster was actually banned from the local cinema. The front page of the Crewe Chronicle was ablaze with the scandal of a movie which glorifies the crime responsible for the death of a local man. And now, having finally clapped eyes on the contentious work, I can heartily agree with the censure. Not on the moral grounds assumed by my fellow Dabbers, but because the film is a total crock of shit. Buster is the story of lovable rogue (ie – hardened criminal) Buster Edwards and his pals, and the Great Train Robbery which they commit. A couple of the "lags" escaped imprisonment, although Buster eventually turned himself in because his wife didn't like living in the sun. Anyway, it's one of those cock-er-nee roll-out-the -barrel love stories which anyone from North of Watford could not fail to dislike. It stars Phil Collins. The love interest is Julie Walters. You have been warned.



Because you demanded it, the Out Now list with regularly updated percentage scores, rating yesterday's software by today's standards. An indispensable guide for new Saturn owners.

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Introducing...

SEGA Touring Car Championship







The first fruits of the AM Annex look most tasty indeed. The Sega Touring Car Championship is a simulation of one of the most exciting racing tournaments around. If you want to learn more about the sport (as well you should), we recommend purchasing the 1995 Touring Car Review video, narrated by the inimitable Murray Walker, who seems to find the sport almost sexually irresistible. Then you can get an idea of just how much abuse a road-faring car can endure at the hands of an experienced professional driver.

As you might already know by now, AM3's Tetsuya Mizuguchi has set up his own AM division at Sega of Japan's amusement headquarters. The designing maestro behind such hits as Manx TT Super Bike and Sega Rally Championship has formed his own "AM Annex" and has almost finished his first title: the Sega Touring Car Championship.

Touring Car racing is a logical successor to Rally, and pushes the graphical capabilities of the Model 2B arcade graphics board to its limit. The game has four different real-life cars to control: An Alfa Romeo 155 V6TI, AMG Mercedes C-Class, Opel Calibra V6 and finally the renowned Toyota Supra. The same type of beat-the—clock arcade action (as in Sega Rally) forms the basis of the game, although provision has been included for some brilliant simultaneous eight-player action.

Just like Rally and Manx TT, Mr Mizuguchi's primary aim has been to recreate the speed and thrills of the sport in the game. If you've ever seen Touring Car racing, you'll know that the drivers in the sport take production cars to the limits of their performance on racing tracks. The atmosphere is incredible and actually participating must be something else. As is the tradition, Sega have pulled out the stops in preparing the cabinet. 3D sound speakers are installed on either side of the player's head and a powerful sub-woofer is located under the seat, perfectly recreating the throbbing engine noises. A flicker indicator tells you when you should change gear and servo steering has been incorporated for quick and accurate reaction.

Could Touring Car Championship pick up where Rally left off? More details in a forthcoming SSM...

If Sega Touring Car Championship can marry the excitement of the sport with the mechanics of Sega Rally, we have a winner.









Yo! Sucker Newsagent!
I wanna be hanging with the Saturn Magazine posse on a monthly basis, if ya catch me meaning boyeeeee! Translated into English, this basically entails you putting aside Sega Saturn Magazine for the below named individual every month.

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